MORRIS-SYSTEMS CHECKERIST

A MONTHLY PUBLICATION DEVOTED TO THE INTERESTS OF THE CHECKER-PLAYING WORLD

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Vol. IV

No. 6

June, 1926

SEELBACH CHECKER SERVICE

Checker and Chess Books—Bought, Sold and Exchanged.

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CHECKER BOOKS IN PRINT:

Third American Tourney	$3.00	Jensen's Forced Checkers	$2.00
Fourth " "	4.00	Jordan's Guide, Vol. I.—9-13	1.00
Fifth " "	4.00	" Vol. II.—9-14 and 10-14	1.00
Sixth " "	3.00	" Vols. I. and II. in one book	1.50
Anderson, 7th edn.	1.25	Ketchum, Flora Temple, Vol. 2	1.25
Banks, Scientific Checkers	1.50	" Handy Manual, 1st ed., 48 pp.	.50
" Tricks and Puzzles	.15	" " 2nd ed., 56 pp.	.50
Banks *v.* Jordan, 1914	1.00	Lees' Guide	.75
" 1917, cloth	1.00	North Dakota State Checker Year Books:—1920, '22, '23, '24, '25, '26, small paper, each	.25
" paper	.50	Richmond, Single Corner	.50
Barker *v.* Reed, 1891	.50	Robertson's Guide	3.50
Bjerkness & Jones, Corrections Lees' Guide	.25	Scottish Tourneys, 1st to 5th, paper each	.50
British Draughts Player	1.50	Severn, Sammie Checker Book	.75
Clouser, Bowen's Fife	2.00 and 2.50	Smith's Checker Classics	2.00
Complete Checker Player	.25	" (shelf-worn)	1.25
Dunne's Guide and Companion	1.75	Spayth, American Draughts Player.	3.00
Dunne's Praxis, 4th edn.	2.50	" Beginners..cloth .75, paper	.35
Gem Problem Book	1.00	" Checker Player	2.50
Gonotsky *v.* Ginsberg Match Games, N. Y., 1925	.50	" Game of Draughts	2.00
Gould's Memorable Matches	1.50	Walker, Inside Checkers	2.00
" Problems	1.50	Wendemuth's Checker Companion.	1.50
Hill's Manual	.50	Wood's Problems	.75
Horr *v.* Long, 1923	1.00		

Hanson-Davis Match Games Book ..... .50

OUT-OF-PRINT CHECKER BOOKS:

Reed, Checker Journal, set 12 Nos.	$2.00	Schaefer, Dyke	$ .50
Drummond, 1861 (original)	2.50	Sivetts, Method	1.50
Reed, Single Corner.....paper	1.50	Stearns, Portraits, Vol. I	2.50
Root, Novice to Expert.....paper	1.50	Denvir & Truax, Black Doctor (soiled)	1.25

CHESS BOOKS IN PRINT:

International Chess Tourney, New York City, 1924.....Boards $3.00, Cloth $3.50

Cunnington, Chess for Beginners, paper	$ .35	Lasker (Ed.), Chess Strategy	2.50
" " " cloth	.75	Mason, Art of Chess	2.00
Cook, Chess Player's Compendium	2.50	" Principles of Chess	2.00
Freeborough & Ranken, Chess Openings	1.50	" Chess Openings	.75
Gossip, Chess Player's Text Book	1.00	Mortimer, Chess Pocket Manual	.50
Gossip, Pocket Chess Manual	.50	Williams, Modern Chess Problem	1.50
Gossip & Lipschutz, Manual	3.00	Znosko-Borovski, Middle Game in Chess	3.50
Lasker (Dr.), Common Sense in Chess	.75	Emery, Chess Sacrifices and Traps	1.25

MISCELLANEOUS ITEMS:

Thesco Wooden Checkers, Red and White, 15 of each in box	$ .25
Checker Boards, Standard, plain or numbered for practice, each	.50
Emerson Binders for Checker, Chess and other magazines, upwards from	.90
American Checker Monthly, Official Organ of American Checker Association, 1 year	3.00
Morris Systems Checkerist, monthly (a very fine work), 1 year	1.50
Draughts Review, monthly, the British Draughts periodical, 1 year	1.50
Composition Checkers, Red and Black, 12 of each in box	.25
1925 Colorado Checker Bulletin, official organ Colorado Checker Association, 1 year	1.00
London Championship Games (Draughts Review No. 8)	.15

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ALL BOOKS SENT POST PAID.

E. J. SEELBACH

3646 Lawrence Avenue **Chicago, Ill., U. S. A.**

MORRIS-SYSTEMS
CHECKERIST

A MONTHLY PUBLICATION DEVOTED TO THE INTERESTS OF THE CHECKER-PLAYING WORLD

NEWELL WILLIAMS BANKS, Editor
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B. BROWARR and J. G. FINLEY, Associate Editors

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VOL. IV. JUNE, 1926 Number 6

A MEMORY OF ALFRED JORDAN

* * * * *

By B. BROWARR

One day a ruddy faced, rather well rounded gentleman with an easy pace walked into the printing plant office, looked about him with a friendly and almost humorous play in his eyes, drew a half circle with his forefinger from right to left and with a sort of trick movement dived into his coat pocket and brought up a tissue wrapped caramel. Removing that tissue and lodging the caramel between teeth took on the grace of a ceremony, and when I glanced up smiling at the bit of pantomime, the ruddy faced one leaned back chuckling moderately, "Have one," he offered; "they're jolly good. From across the river, and nothing forbidden about them." Those were the days when Windsor was a by-word for the vintage prohibited. (Has it recovered from its reputation?) We were soon introduced to each other and I found my unexpected acquaintance none other than Alfred Jordan, one time champion of England and Scotland, and one of the outstanding figures in checkers both here and abroad.

His talk was rich with anecdote and story, recounted in a droll voice, and broken every few minutes with a chuckle or smile which seemed to span his whole countenance, rolling from end to end of his mustache and crowding his cheeks with unsuspected wrinkles. There was a boyish shyness about him, a timidity even, in curious paradox to his buoyant manner at times and the complete self-possession in which he held himself. He was probably one of those who could blandly smile and chat with an audience of ten thousand and yet blush at praise in a group of three or four.

He had traveled far in every direction and was plainly enough of the world, but there was no trace of the hooligan or vulgarian in him. I think he thought of life as a circus, as a great amphitheatre, where the curtain rose on new scenes and heroes day after day, and the main acts were supported by incidental comedy and tragedy which he could look upon with a sympathetic shrug.

He was himself the protagonist in the little drama that centered about his experiences. A brilliant mind, gifted with a power of analyses and a shrewdness of judgment combined with a sensitive force of logic, Alfred Jordan might have been a master of the law, of engineering, or a conspicuous leader in some field of science, had any of these been his choice. Unquestionably the capacity for great achievement lay within that brain, able to construct obstacles of impenetrable bulk on the checker board; able, also, to trestle over the intrigues of others, or ride with poised speed through the labyrinth of checker designs carefully laid down by opponents who hoped for his defeat. He saw far ahead, planned skillfully, maneuvered wisely, and when a particularly difficult situation had been encompassed, the broad golden smile would hold sway for a moment.

He seemed to prefer the contacts of the world of recreation above those that would have come by following the career of the scientist or barrister. He enjoyed the passing show of life, found a constant pleasure in traveling, and although not an actor by profession, might well have borne the title of the Checker Chautauquan. His temperament fitted him for the role.

He was not "the magnificent idler" some modern writer has called Walt Whitman in eulogy, but he knew the art of merging mirth with action, of sprinkling the common clay about us with some of the holy water of comradeship and royal fellowship. The nickname applied in checker circles, "Artful Alf," grew on him by virtue of his canny play across the board, but it was the friendly recognition too by those who knew him best that in his company something of the vaudeville of life might be expected and relished. It was never difficult to act host to "Alf"; a congenial nature, harboring a thousand tales and jests accumulated in his years of travel, there was no lack of sociable converse; yet "Alf" never made humor a vice, never inflicted boredom on his auditors. An innate modesty and a fine sense of proportion made him aware of his boundaries.

As the world measures power and success, Alfred Jordan attained no great pass of fame. Whether by deliberate choice or by tragic miscue of energy, he followed a wake in which material fortune trails to uncertain terminals; but he followed it without complaint, with unlimited tolerance for the foibles of human nature, and a ripened philanthropy of humor that ruled out all bitterness and even the scars of regret.

He won to himself many friends and in death there should have been the laurels of satisfaction in having brought a little more of the untarnished gold of happy recreation to the thousands who had played with him or watched him play with others.

ALFRED JORDAN

A wizard of the Dambrod has gone,
The world has lost a genius and a man;
A man whose crossboard acumen has shone
In Checkers since the day he first began.

'Tis Alfred Jordan, he of world-wide fame,
'Tis "Artful Alf," the King of tourney play,
Whom Death has taken from the "Grand Old Game,"
For whom the world of checkers grieves today.

Deep, deep the gap he leaves behind—
Who lives to fill his place upon our team?
His quality is scarce, his play sublime,
'Twas from within his friendliness did beam.

But ah! **Does** Jordan die? Can we forget
His name? No! Jordan's name will ever stay
As long as men upon the board are set—
As long as minds across the Dambrod play.

—Frank E. Palmer, 37 Stone St., Concord, N. H.

JORDAN'S LAST GAMES

The following letter and games are contributed by Dr. R. H. Brockwell, president of the Virginia Checker Association. Shortly before his death, Mr. Jordan wrote us of this sitting with the doctor, saying that the man of medicine was one of the strongest players he had tackled on the southern trip:

May 15, 1926.

Morris-Systems Checkerist:

It was sad news to me to hear that our good friend, Alfred Jordan, has gone to rest with his many friends and admirers.

It may be interesting to you to know that I played this great checkerist probably his last ten games. He was my guest in Richmond from April 23, 1926, to May 3, 1926. He went from here to Washington to see friends, not to play checkers, and from there he said that he would go back home to Detroit.

I am enclosing these games. If you see fit to print them I shall appreciate it. The games show that he was fighting to win to the last move.

I consider myself extremely fortunate to draw these critical endings.

Yours truly,
Dr. R. H. Brockwell.

Game No. 393, "Alma" (E-5)

Black—Jordan		White—Dr. Brockwell		
11-15	12-19	10-19	18-27	21-17
23-19	23- 7	27-24	28-24	27-31
8-11	2-11	20-27	27-31	25-21
22-17	17-13	32-16	24-19	31-26
3- 8**A**	8-12	18-23	31-26	* 3- 7
25-22	26-23	16-12	19-16	26-31
11-16	4- 8	8-11	14-18	7- 3
26-23	23-19	12- 8	7-11	31-27
7-11	15-18	11-15	18-23	3- 7
31-26	22-15	8- 3	16-12	27-24
9-14	11-18	15-18	23-27	7- 3
29-25	19-16	3- 7	12- 8	24-19
16-20	12-19	23-26	26-23	3- 8
19-16	24-15	30-23	23-18	Drawn

A—The "Alma," Jordan's favorite.

Game No. 394, "Old Fourteenth" (E-5)

Black—Dr. Brockwell			White—Jordan	
11-15	5-14	8-11	10-14	27-32
23-19	26-23	25-22	13- 9	13- 6
8-11	1- 6	11-15	7-10	14-17
22-17	30-25	24-20	9- 5	6- 1
4- 8**A**	15-18	15-24	11-15	10-14
25-22	22-15	28-19	5- 1	19-15
9-13	11-27	7-11	15-18	32-28
27-23	32-23	31-27	1- 6	24-19
6- 9	13-22	3- 7	2- 9	14-18
23-18	25- 9	27-24	21-17	Drawn
9-14	6-13	*13-17	18-27	
18- 9	29-25	22-13	17-13	

A — Jordan remarked that this was played in the ark.

Game No. 395, "Single Corner" (E-3)

Black—Jordan		White—Dr. Brockwell		
11-15	21-17	15-24	27-24	7-16
22-18	8-12	28-19	14-17	23-18
15-22	17-13	14-17	22-18	6-10
25-18	7-10	22-18	17-22	14- 7
8-11	27-24	1- 5	19-15	2-11
29-25	9-14	26-22	16-19	8- 3
4- 8	18- 9	17-26	15- 8	16-19
24-20	5-14	31-22	19-28	3- 7
10-15	32-27	10-14	18-14	11-16
25-22	3- 7	18- 9	12-16	7-10
12-16	24-19	5-14	20-11	22-26

—Drawn

Game No. 396, "Single Corner" (E-3)

Black—Dr. Brockwell			White—Jordan	
11-15	21-17	28-19	6-10A	24-19
22-18	8-12	14-17	22-18	11-15
15-22	7-10	22-18	14-17	19-16
25-18	27-24	1- 5	18-14	12-26
8-11	9-14	26-22	11-15	30-23
29-25	18- 9	17-26	20-11	17-22
4- 8	5-14	31-22	7-16	23-18
24-20	32-27	10-14	14- 7	Drawn
10-15	3- 7	18- 9	2-11	
25-22	24-19	5-14	19-10	
12-16	15-24	27-24	16-20	

A—I varied from previous game here.

Game No. 397, "Whilter" (B-2)

Black—Jordan		White—Dr. Brockwell		
9-14	7-11	15-18	10-26	31-26
22-17	31-26	22-15	6- 2	*23-18
11-15	A 5- 9	10-26	26-31	4- 8
23-19	17-13	30-23	27-23	32-23
8-11	16-20	11-15	20-27	26-19
25-22	19-16	25-22*	2- 7	17-14
3- 8	12-19	6-10	8-12	1- 6
29-25	23- 7	13- 6	B 7-10*	*14-17
11-16	2-11	15-18	12-16	6- 9
26-23	26-23	22-15	10-17	28-24

—Drawn

A—Now the 7-11 Whilter.

B—A neat cook by Jordan is 7-11 and Black wins. The play is 7-11, 1-5, 11-15, 5-9C, 15-19, 4-8, 19-24, 12-16, 24-19, 8-12, 19-24, 16-20, 24-19, 20-24, 19-15, 31-26, 26-19, 12-16—B. wins—A. Jordan.

C—15-11, 31-26—B. wins—A. Jordan.

Game No. 398, "Whilter" (B-2)

Black—Dr. Brockwell			White—Jordan	
9-14	17-13A	11-15	24-15	20-27
22-17	8-11	19-16	10-26	32-14
11-15	22-17	12-19	17-10	25-22
23-19	* 4- 8	23-16	6-15	*28-24
7-11	*26-22	* 5- 9	13- 6	22-13
25-22	15-18	*26-23	1-10	24-20
11-16	22-15	8-12B	21-17	10-17
26-23	11-18	16-11	*26-30	20-11
16-20	29-25	*12-16	25-21	3-10
30-26	7-11	11- 7	*30-25	21- 7
2- 7	31-26	15-19	27-24C	Drawn

A—I expected 21-17; this 17-13 is weak, but White has a loophole against anything Black can do.

B—15-19 is weak.

C—7-10 loses by 3-7.

Game No. 399, "Switcher" (A-1)

Black—Jordan		White—Dr. Brockwell		
9-13	15-18	4- 8	22-25	10-17
21-17	24-20	24-20	30-21	21-14
11-15	1- 6	6- 9	15-22	26-22
25-21	29-25	28-24	24-19	19-15
8-11	3- 8	9-18	22-25	22-17
17-14	28-24	23-14	31-26	15- 8
10-17	18-22	8-11	25-30	17-10
21-14	25-18	27-23	26-22	18-15
6-10	11-16	2- 6	30-26	Drawn
22-17	20-11	23-18	22-18A	
13-22	8-22	10-15	6-10	
26-17	32-28	17-13	13- 9	

A—When I made this move Jordan remarked, "Yes, why didn't I do that?"

Game No. 400, "Switcher" (A-1)

Black—Dr. Brockwell			White—Jordan	
9-13	12-19	9-18	16-19	2-18
21-17	17-14	24-15	30-26	26-23
11-15	6- 9	7-6	1- 6	19-26
25-21	22-18	26-22	32-27	31-15
15-19	8-11	18-25	3- 7	6- 9
24-15	27-24	29-22	18-14	Drawn
10-19	11-15	4- 8	7-10	
23-16	18-11	22-18	14- 7	

Game No. 401, "Cross" (E-4)

Black—Jordan		White—Dr. Brockwell		
11-15	9-13	8-11	16-19	*25-27
23-18	26-23	25-22	18-15	11- 7
8-11	1- 6	2- 6	9-14	2-10
27-23	30-25	23-18	15- 6	6-31
4- 8	15-18	11-16	14-21	12-16
23-19	22-15	19-15	31-27	28-24
9-14	11-27	10-19	21-25	16-20
18- 9	32-23	24-15	6- 1	31-27
5-14	13-22	7-10	25-30	13-17
22-17	25- 9	15-11	1- 6	24-19
6- 9	6-13	6- 9	30-25	17-22
25-22	29-25	21-17	27-23	Drawn

Game No. 402, "Cross" (E-4)

Black—Dr. Brockwell			White—Jordan	
11-15	26-23	2- 6	21-17B	14-23
23-18	1- 6	24-20A	14-21	22-18
8-11	30-25	6- 9	23-19	30-25
27-23	15-18	31-26	* 3- 7	10-15
4- 8	22-15	11-15	19-15B	25-22
23-19	11-27	*23-18	*21-25	12- 8
9-14	32-23	15-24	15- 8	22-17
18- 9	13-22	28-19	7-10	8- 3
5-14	25- 9	* 7-11	8- 3	23-26
22-17	6-13	26-23B	25-30	15-19
6- 9	29-25	*12-16	3- 7	Drawn
25-22	8-11	19-12	10-14	
9-13	25-22	10-14	7-10	

A—Jordan remarked that this was his 24-20 line.

B—Best.

Tanner Defeats Brown 4 to 3 in Match at Chicago

* * *

Both Masters Show Decided Class in Closely Fought Battle

* * *

The 30-game match between George M. Tanner of Chicago, and Herbert L. Brown of Indiana, started Saturday, May 15, at South Side Club, 107 W. Van Buren Street, Chicago. Frank R. Wendemuth acted as referee, with S. Killingstad as timekeeper and scorer.

Brown, known as a strong crossboard performer, started in great style, by winning the 3rd game with White side of 9-13, 23-19, and the 5th game with White side of 12-16, 24-20. Tanner, however, soon pulled from behind, and equalized by scoring with the White side of 12-16, 24-20, and the White side of 12-16, 22-17. Then George forged ahead a game by winning the White side of 10-14, 24-19.

George M. Tanner

Brown tied the score in the 16th game by winning the Black side of 10-15, 22-17.

Tanner later scored another win in game 21, which won the match, the remainder of the games being drawn. We learn that each contestant missed a win, but on looking over the games find that both men played a high brand of checkers. Tanner, being the better booked, won out.

The games will now be sent to the "selected" members of the team, and the committee will get under way with the matter of deciding when to start voting for the remaining necessary three men, the three subs, and the three challengers.

The following table shows the openings and results, of the Tanner-Brown match. Tanner moved first:

	Tanner		Brown
1.	10-15	Drawn	24-19
2.	24-19	Drawn	10-15
3.	9-14	Brown won	23-19
4.	23-19	Drawn	9-14
5.	12-16	Brown won	24-20
6.	24-20	Tanner won	12-16
7.	12-16	Drawn	22-17
8.	22-17	Tanner won	12-16
9.	10-14	Drawn	24-19
10.	24-19	Tanner won	10-14
11.	11-15	Drawn	22-17
12.	22-17	Drawn	11-15
12.	22-17	Drawn	11-15
13.	11-16	Drawn	24-20
14.	24-20	Drawn	11-16
15.	10-15	Drawn	22-17
16.	22-17	Brown won	10-15
17.	10-15	Drawn	24-20
18.	24-20	Drawn	10-15
19.	11-15	Drawn	23-19
20.	23-19	Drawn	11-15
21.	10-15	Tanner won	23-19
22.	23-19	Drawn	10-15
23.	12-16	Drawn	23-18
24.	23-18	Drawn	12-16
25.	9-13	Drawn	22-17
26.	22-17	Drawn	9-13
27.	11-16	Drawn	22-17
28.	22-17	Drawn	11-16
29.	12-16	Drawn	24-19
30.	24-19	Drawn	12-16

Comment on International Match

By W. H. Davis

The system of selecting the Masters is an admirable one and eminently a fair one. It will find the best and that is what we want, for Great Britain must be beaten. We must have two slogans, "BEAT GREAT BRITAIN" and "AMERICA MUST WIN." When the battle is on let's give them the football appeal: "HOLD THAT LINE."

I would like to see every man on the team be required to discipline himself as to eating, drinking and sleeping, for one man out of condition might lose the match. We can't afford to take any chances. A few well thought out rules, and strictly complied with, will go a long ways in assuring victory. This may be obsolete, but I am used to athletes training. Yours for an American victory,—W. H. Davis, Box 494, Muskogee, Okla.

Bored by the Board

Harrah B. Long—"I'm tired of playing checkers."

Mike Ginsberg—"Sort of checker bored, eh?"

CEDAR POINT TOURNEY SET FOR AUGUST 2ND

* * *

Masters Tourney and Tourists Frolic—Simultaneous Blindfold Exhibitions —Will Draw Hundreds of Checker Fans.

* * *

The annual Cedar Point Tourney and Outing will be held this year on Monday, August 2nd, and the succeeding days. A masters and tourists tourney will be staged, and it is expected that a goodly number of America's leading experts will be on hand.

From Detroit will come Mike Lieber, C. H. Hollow, F. O'Melay, Willie Ryan, L. T. de Bearn, Edw. Ebert, J. Sheehan, J. Langan, J. G. Finley, W. Thorpe, Ward Hartzell, M. Palmer, and other players.

The masters tourney will be open to any player in America or Canada. Already a host of leading experts have signified their intention of entering. Substantial prizes wil be given.

Valuable prizes will also be offered in the tourists' open tourney, to which any player not a prize winner in any American tourney, is eligible to compete.

Newell W. Banks will be in attendance and will give blindfold simultaneous exhibitions in the Coliseum, a feature which proved a decided drawing card last year.

B. J. McGory, 1103 Ging St., Sandusky, Ohio, is secretary-treasurer of the Cedar Point Checker Association, and is working hard to make this year's meet the best ever held. Contributions to the prize fund can be mailed to him.

Buffalo, Cleveland and Chicago will send representatives, while dark horses may be expected to enter at the last moment, to put the big boys on edge.

Cedar Point, the Mecca of summer checker fans, is calling! Let's all go down again this year!

W. C. Suitt

President Cedar Point Checker Association, and member International Team Committee, who plans to attend this year's tourney.

Hey! Hey! Mrs. Wiley

When the Long Beach, California, team pitted itself against the Orange County aggregation, they numbered among their line-up Mrs. Wiley, who proved by her performances she could move 'em smartly. Mrs. Wiley scored two wins while conceding two losses. The Long Beach team lost by a thread's width, score being 17 to 16—11 draws. The line-up follows:

W.	Orange Co.	Dr.	Long Beach	W.
2	Elliott	0	West	2
1	Henderson	3	Jennings	0
2	Boyer	2	Fickes	0
1	Priston	1	Bertram	2
1	Jenkins	1	Olson	2
1	Granger	1	Courtney	2
1	Eddy	1	C. McClean	2
2	Smith	0	Mrs. Wiley	2
2	Grant	0	Baldwin	2
2	Dr. Gramlich	1	Henderson	1
2	Powell	1	Strayer	1
17		11		16

Re International Match

The following is clipped from the South Wales Echo:

Mr. G. H. Powell, the W. D. A. secretary, has been in communication with the E. D. A. secretary in the matter of Welsh representation in the British team to visit America, and Mr. Ashworth has promised to bring the matter before the next meeting of the English selectors.

Mr. Ashworth (E. D. A. Sec.) goes on to state that "Great Britain must be represented by the best possible twelve pleyers wherever they come from. Age ability, physical fitness, and temperament are four things to be carefully considered in choosing the team.

"As to the funds, America will pay passage from Liverpool to Boston and return, also hotel and other expenses.

"The respective associations on this side will have to pay railway fare to and from Liverpool and a sum of money to each player to cover out-of-pocket expenses.

ZEB PUTS THE DOBIN ON THE STRANGER

By Uncle Tom

Ever hear of Zeb Perkins, way down in Ciderville, West Virginia? No? Well, he isn't any relation of Cy Perkins way up in York state, or, for that matter the Cy Perkinses of any other state. He's a rip snortin', calculatin' wood pusher who can figger all kinds of fancy moves on the checker board. By heck!

Zeb stopped at the house yesterday, and as usual had a load of checker stories to get off his chest. Here's the latest one, just as Zeb told it:

"A slick travelin' man came through the village t'other day and kinder slipped one over on the boys at the grocery store. They came up arter me about 12 o'clock at night to take the kinks outer his topsails. And I did it.

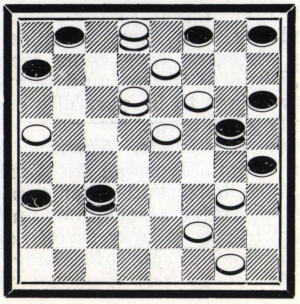
"We had a hot tussle and the first four games resulted one to nothin' and three draws in his favor. He was a slick slider but I put the dobin on him in the last two games. With two games to go the gang began to snicker and whisper that I had met my match. They didn't figger I could win two straight.

"But I wasn't champeen of the county for nuthin'—and I showed them cracker eaters some real checkers and won two strate games. No doubt them American fellers when they play the Britishers will want to use my stuff. 'T'want for that I wouldn't show it. Here's the first one I won:

Black—Zeb		White—the Slicker		
11-15	27-23	7-11	21-17	9-14
22-18	16-20	18-15	5- 9	17-10
15-22	32-27	11-18	30-26	8-11
25-18	10-14	22-15	18-23	15- 8
8-11	29-25	14-18	27-18	6-31
23-19	4- 8	23-14	20-27	! ! !
11-16	26-22	9-18	31-24	etc.

And the slicker set them up again.

"Can't remember the next game—that is the first few moves—but will give you the position where everybody thought I was up S. Creek, and I thought so myself. The referee called time on me at five minits and another minit or forfet the game. I had the white side on this position:



"White to play. Well, I then showed them haymakers some real checkers and made their eyes pop like firecrackers on the Fourth of July:

27-23	23-19	11- 8!	13- 9	10-19
20-27	16-23	4-18!	5-14	3-10

and 32- 7!—I won!

"Score two to 1 and three draws in favor of Zeb Perkins, three o'clock in the morning."

"But Zeb," I asked, "how could such a position"—

But when I looked up to finish the question, Zeb and his horse and buggy were fast dissappearin' round the clump of willow trees back of the hay barn.

Checker and Chess Meet Scheduled for Charlotte, N. C.

Of interest to the Southern States comes the announcement that the Southern Checker Association will hold its annual meeting and tournament at Charlotte on August 9th and 10th.

One familiar face will be missed at this annual meeting, that of Capt. F. B. Fishburne, late champion checker player of the South and indeed one of the strong players of America.

Next of importance is the annual meeting of the State Chess and Checker Association, which will be held at Charlotte, July 4th, and at which State championship honors will be determined.

This championship is an annual affair and seldom does it pass to the same person the second time, and is not generally captured by the player that is favored to get it.

At this meeting particular attention will be given to the game of chess. There are chess clubs at many points who have their own champions. There are some very strong players at Asheville, Greensboro, Fayetteville, Rockingham and other places, and at this meet a real chess champion is expected to be found — one that can challenge the Nation.—H. C. MacNair, president Southern Checker Association, Maxton, N. C.

Comment by Fred O'Melay

Re Single Corner play by Elvin Lee and H. F. Barnes, on page 8, January issue and 84, April issue; the 2-7, 27-24, 14-18, 21-17, 25-22, 17-13, line can be found in Kear's Reprint of Drummond's 2nd, page 27, var. 129 to 132 and notes. The draw play being by F. W. Foster, R. Home and D. L. McCaughie. However, most of Mr. Barnes' play is different.—F. O'Melay.

Bell, the Humorist

S. S. Bell, the subject of this little sketch, is not only an expert checker player but also gives considerable attention to the games of chess and bid whist. It is to his skill at the first named game, however, that he is indebted for the popularity and praise that is universally accorded him wherever he is known.

Giving frequent exhibitions of simultaneous play, in which, although making his moves with unusual rapidity, he punctuates his play with anecdotes and humorour remarks and keeps his audience in good humor. By way of introduction to his exhibitions he is wont to remark that he talks the best game of checkers of any man in America.

His skill at the game is fully equal to his conversational ability, and the skill with which he entices his opponent into a long, complex shot, by which he wins or draws the game, has given to him the nickname of Sure Shot Bell.

Just previous to the Bell-Weslow match in 1923, Bell, with his friend Herbert Morrall, spent two or three days with the writer in Woonsocket. During his visit many practice games were played by the pair for the purpose of getting the training so desirable in a serious contest. The standard lines were purposely avoided, and complex, critical situations courted. The following game, played during this visit, well illustrates Bell's skill in extricating himself from a difficult situation:

Game No. 403, "Denny" (C-6)

Black—Morrall			White—Bell	
10-14	2- 7	6-15	11-15	31-26
24-19	29-25	21-17	6-10	18-15
11-16	1- 5	14-21	15-19	5- 9
28-24	19-16	26-23	32-28	10- 7
16-20	12-19	19-26	4- 8	3-10
19-15	23-16	30-14	10-15	15- 6
7-10	10-19	21-30	19-23	8-11
24-19	18-15	31-26	22-18	12- 8
9-13	14-18	30-23	23-26	11-15
22-18	16-12	27- 2	14-10	19-10
5- 9	9-14	8-11	26-31	9-14
25-22	15-10**A**	2- 6	15-19	Drawn

A—Bell here studied the situation carefully, then with that "cocky and confident" air — to use his favorite expression — he proceeded to draw the game with this fine stroke.

—Joseph Brown.

Comment by P. H. Feagan

Re game 376 at 39th move, the position is:

Black—2, 7, 11, 12.
White—14, 19, 23, 24.

Pillsbury went 2-6 and lost. Instead play 7-10, 14-17, 11-16, 7-3, 16-20 and draw.

S. S. Bell

CHECKERS

Nothing crooked, all is fair —
Pushing checkers on the square.
Single Corner, full of life,
So with Whilter, Cross and Fife.

Nine to thirteen — what a play;
Edinburgh has come to stay.
Bristol, on the other side,
Is bound to get your goat or hide.

Alma is the girl of late
That moves your piece from 3 to 8.
You Wagram Tillicoultry's pup
When Denny gets his Irish up.

Nailor Paisley, with a will.
Switcher, Maiden of the Mill.
Ayrshire Lassie, Mr. Dyke
Sits you walking down the pike.

Double Corner, Kelso too,
And the Boston bug-a-boo.
Dundee, in Defiance stood
Just behind a Glasgow hood.

When they are played by one like me
They are as docile as can be.
With Heffner or an Alfred J.
There is something else to pay.

They start the fir, hide and all.
Makes you feel so mighty small.
But boys, they do it up so nice
When you play them, once or twice.

There's much to learn in this great game,
And so with life, it's just the same;
We move the pieces as per law,
And then success is called a draw.

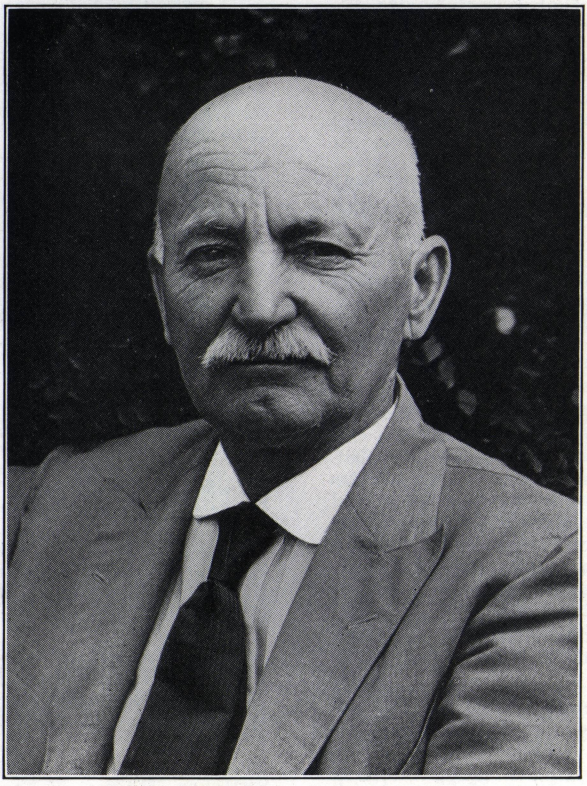
F. G. HEPBURN, Rutland, Vermont.

E. H. Greene Retires from Business Life

* * *

Pioneer Leader in Checkers to Enjoy Long Needed Rest

* * *



E. H. GREENE

Honorary President American Checker Association

Comes the good news that our former A. C. A. president, E. H. Greene of Hannibal, Missouri, has retired from active business life, to become effective August 12, 1926. He then plans to visit his brothers in Iowa and Minnesota, and a sister in Arkansas. Later he will journey eastward to visit his boyhood home in Pennsylvania, and from there will travel to Philadelphia and take in the Sesqui-Centennial. He was present at the Centennial in 1876, fifty years ago. He will spend two months at eastern points, and have a chin here and there with old cronies of the Dambrod, later returning westward, visiting the various cities on the New York Central enroute.

He plans to attend the International match, and spend the summer of 1927 in the national parks of the west.

Mr. Greene writes: "I was glad to learn of the feeling shown by the checker players generally and the respect and honor accorded our late and dear friend, Alfred Jordan, both as a checker player and a companion.

"We will miss his rich fund of humor, his warm smile of good fellowship, his genial presence at our American Tourneys, when it would indeed seem strange if "Artful Alf" were not there to keep the boys good natured. We will feel our loss, alas, sadly, when this mighty player does not answer the roll call at the International match. All the world loves a good fellow—and Alf. was one of the best—one of the bravest of the brave.

"Kind regards to all the boys, and tell them to work hard for the great match."

A Worthy Donation

The following letter sets an example for all checker clubs in America to follow. It was through the good offices of the St. Petersburg club and the efforts of John W. Bolton, that the St. Petersburg Chamber of Commerce offered a purse of $3,000 to stage the International match at that city. The members of the International Team Match Committee decided that it were best to hold the match at some northern city where those who contributed to the match could have an opportunity to witness it. The committee extends a sincere vote of thanks to the St. Petersburg Chamber of Commerce, and to Messrs. Bolton and Prather for their worthy efforts in thus coming to the front with such an excellent offer.

To show their good sportsmanship, the St. Pete Club, through Mr. Prather, now sends the following letter to the Secretary:

John G. Finley, Sec. A. C. A.
Dear Sir:

It has come to my attention that the American Checker Association will in the near future stage an International Checker Match with England and Scotland, the games to be played in this country. This event, where the twelve best checker players in America will compete aaginst a like number who are the pick of the checker players across the water, will be of national importance and is worthy of the support of every checker club and player in our broad land. We understand that the players from abroad are coming as our guests and we admire the spirit of the American checker players in promoting this match, and the St. Petersburg Checker Club will contribute One Hundred Dollars ($100) to assist in defraying the expenses of this match; and you will please advise when the final arrangements are completed and check will be forwarded.

We extend our best wishes for success to the men you have chosen to represent the Stars and Stripes. And we also hope that this match may be of assistance in the continuation of friendship with our brothers across the Sea and will further promote the game that we all love so well. Very truly yours,

St. Petersburg Checker Club.
By G. C. Prather, President.

A Challenge From Kentucky

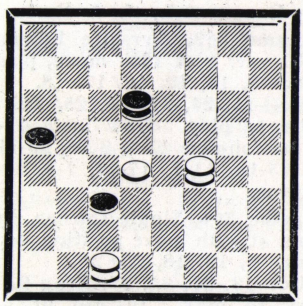
Hunt Perry, 1924 checker champion of Kentucky, challenges any player in the state for a series of games, with a side bet of $100.00 or any part thereof, and the championship of the state to be awarded the winner, who is to donate all winnings thereof to the International Team Match Fund.

An Interesting Position

By Thos. J. Noonan

(1254 De Kalb Ave., Brooklyn)

Black—13, 22, King 10



White—18, Kings 19, 30

White to play and win. Solution:

19-24-1	14- 9	31-26	17-22	14- 9
13-17**A**	1- 5	13-17	15-19	1- 5
24-27**B**	9- 6	5- 9	31-27	22-17
10- 6**C**	5- 9	25-29	19-15	5-14
18-14*	6- 1	9-13	27-23	17-10
6- 1	9-13	17-14	15-10	29-25
27-31**D**	26-30*	13-17	23-18	30-26
1- 6	17-21**E**	14-18	10- 6	W. wins
30-26	1- 5	26-31	18-14	
6- 1	22-25**F**	18-15	6- 1	

A—10-6 loses by 18-24, etc.

B—24-19 allows a draw; for play continue with fourth move of Var. 1.

C—17-21, 27-31, 10-6, 30-26, 22-25, 26-22, 25-29, 31-26, 6-9, 26-30, 9-5, 18-14, etc.—W. wins.

D—27-24 allows a draw by 17-21*, 24-19, 22-25*, 19-15, 25-29, 15-10, 29-25, 30-26, 25-29* (1-5 loses by 10-6, etc.), 10-7, 1-6, 7-2, 6-1, 26-30, 29-25* (1-5 loses), 30-26, 25-29*, 14-10, 1-5—Drawn.

E—13-9, 1-5, 9-13 (9-6 or 9-14 loses by 30-26), 31-27, 17-21, 27-31 same as trunk at "F."

F—13-17, 5-9, 17-13, 9-14, 22-25, 31-26, 13-17, 14-18, 25-29, 18-22, 17-14, 26-23, etc.—W. wins.

Var. 1

19-16	19-24	24-19	15-18	18-15
13-17*	10- 6**G***	25-29	6- 1*	etc.
16-19	18-14**H**	19-15	30-26	Drawn
17-21*	22-25	29-25	1- 6	

G—22-25 loses by 24-27, 25-29, 27-31, 29-25, 31-26, 10-6, 26-22, etc.—W. wins.

H—Necessary to stop Black from commanding square 13.

AMONG THE ANALYSTS AND CRITICS

Comment by J. J. Earley

Re game 362, Ayrshire Lassie, by S. Hudson, var. 1 at 12th move, position is:

Black—3, 14, 15, 16, 17, 18.

White—11, 20, 21, 24, 25, 26.

White to play. Now instead of 11-8, I play as follows: 11-7, 3-10, 20-11, 18-23, 26-19, 15-18, 11-7, 17-22, 7-2, 22-29, 2-7—W. wins.

Re game 364, Single Corner, by James A. Finn, at 49th move position is:

Black—6, 13, 18, 20, 28.

White—12, 21, 25, 27, King 2.

Black to play. Instead of 6-10, try 6-9, 2-6, 28-32, 6-10, 32-23, 10-14, 13-17, 14-5, 17-22—Black wins.

Re game 366 by F. W. Slade, var. 3, at last move, position is:

Black—11, 12, Kings 22, 27.

White—20, 21, 24, King 8.

Black to play. Instead of 11-16, try: 11-15**A**, 8-11, 22-18—B. wins. **A**—8-3, 22-18, 21-17, 27-23—B. wins.

Re game 375, Kelso Choice, by the Bo'sun, at 41st move, position is:

Black—1, 2, 5, 6, 18, 23.

White—10, 13, 15, 17, 24, 25, 31.

Black to play. Instead of 23-27 play 2-6, 10-3, 6-9, 13-6, 1-28, 3-7, 5-9—Drawn.

Re game 376, Cross, Pillsbury vs. Potts, at 39th move, Pillsbury could have drawn. Position:

Black—2, 7, 11, 12.

White—14, 19, 23, 24.

Black to play. Instead of 2-6, play 11-16, 24-20, 7-10, 20-11, 10-17, 23-18, 17-22, 19-15, 22-26—Drawn.

Problem 279 from Vancouver Province, var. 1 at 9th move; 1-6 loses by 14-10, 6-9, 5-1; but any other move would have drawn.

I must say that the checker world has been hard hit lately by the grim Reaper, but Alfred Jordan's death is certainly a hard blow as none knew him but to admire his gentlemanly behavior and sterling, scientific play. The International team will have to fight all the harder to win without genial "Alf."—James J. Earley.

Paul M. Powers Comments

Re game 359, "Cross," in March issue, page 68, at 5th move of var. 1 we have:

Black—1, 7, 9, 10, 11, 24.

White—17, 18, 19, 22, 30, 32.

White to play. Instead of 30-25 as given, play:

17-13	13- 6	6- 2	22-18	19-15
10-14	14-23	24-27	27-31	31-26

—W. wins.

Comment by Abram Howarth

Re game 358, March Checkerist, after the 44th move we have:

Black—7, 12, 13, 15, 19.

White—21, 24, 27, 28, King 9.

Black to play. The "Bo'sun" goes 7-11 and White wins, but the following variations appear to draw.

7-10	21-14	17-22	7- 3	31-26
9-14**A**	13-17	10- 7	26-31	**C** 7-11
10-17	14-10	22-26	3- 7	19-23

—Drawn.

A—9-6, 10-14, 6-10, 14-18, 10-14, 19-23, 14-10**B**, 23-32, 10-19, 32-27, 19-23, 27-20, 23-14, 12-16, 14-18, 16-19—Drawn.

B—24-20, 23-32, 14-23, 15-19, 23-16, 12-19, 20-16, 32-27, 16-11, 27-23, 11-7, 19-24—Black wins by "First Position."

C—27-23, 26-22, 23-16, 12-19, 7-11, 22-18, 11-16, 18-23—Drawn.

Re problem by H. C. Newland, April Checkerist, page 85. The problem:

Black—1, King 29.

White—17, 21.

White to move and draw. Var. 1 of author's solution is:

17-14	25-22	21-17	17-14	**B** 5- 1
29-25	9- 5	18-15	1- 6**A**	**C**15-18
14- 9	22-18			Drawn

A—King must be played to draw here.

B—17-14, 6-9, 5-1, 15-6, 1-10—White wins.

C—6-9, 14-5, 15-10—Black wins.

Abram Howarth.

Comment by James H. Robinson

Re problem 472 by Bert Berry in the February Checkerist, with the following setting:

Black—2, 3, 8, 9, 11, 16, Kings 20, 25.

White—6, 10, 22, 27, 28, Kings 15, 18, 32.

White to play and win. I think there is a dual. First, instead of 15-19 the author's initial move, 18-14, will also win, thus 18-14, 9-18, 22-17, 2-9, 15-29, 9-14 (if 11-15, 17-14, 9-18, 10-7, 3-10, 27-24, 20-27, 32-7, we have problem No. 2), 17-13, and we have problem No. 1.—J. H. R.

I. L. Dart Shoots One

Re problem 495 by Vair in April issue:

Black—1, 4, 5, 6, Kings 9, 26.

White—15, 16, 21, 22, 25, Kings 7, 11.

White to play and win. The author goes 21-17 and 26-30. Instead of 26-30, Black can play 4-8, 11-4, 6-10 and get the best game.

Comment by Roy M. Allin

In April issue the diagram of my problem, No. 500, has an error. The Black King shown on square 3 should have been a White King, not Black.

The solution to Mr. Vair's problem, No. 495, has an error in the first move: 21-17**A**, loses by 4-8, 11-4, 6-10, 7-14, 9-20, 25-21, 26-30, 17-13, 30-25, 22-17, 25-22, 4-8, 20-16, 17-14, 1-6—Black wins.

A—At note A, I think White can win by 16-12, 26-17, 21-14, 9-18, 12-8, 5-9**B**, 8-3, 9-13**C**, 25-21, 6-9**D**, 7-2, 18-23, 15-10—W. wins.

B—18-14, 15-10, 6-15, 11-9, 5-14, 25-22—W. wins. If 6-9, 7-10, 18-23 (9-13, 10-6, 1-23, 11-7—W. wins), 8-3, 23-19, 25-21, 19-23, 11-7—W. wins.

C—18-14, 25-22, 14-18, 22-17, 9-13, 7-2—W. wins.

D—13-17, 21-14, 18-9, 7-10—W. wins.

Re E. B. Estes' correction to B. D. P. on page 84, April issue, the diagram should show White men on 31 and 32. Thus the position is:

Black—1, 2, 4, 5, 6, 7, 8, 10, 12, 13, 14, 20.

White—15, 16, 21, 22, 23, 25, 26, 27, 28, 30, 31, 32.

Black to play: 10-19, 22-17, 13-29, 30-25, 29-22, 26-3, 19-26, 31-22, 12-19, 3-12. The annotator now goes 20-24, 27-20, 19-23, for a draw. But instead of 20-24, I play 19-24, 28-19, 4-8, 12-3, 2-7, 3-10, 6-31, for a Black win!

His solution, as above, is O. K., it being an old "Maid of the Mill" shot shown on top of page 20, Hill's Manual. This is the first instance I have seen this shot come up colors reversed.

How about Mr. Banks' problem which appeared in May, 1925, asking for solutions?

White—19, 23, 24, 25, 26, 30.

Black—2, 10, 11, 12, 13, 17.

I sent in solution for a draw on a line which Newell did not cover and in addition I showed a loss he later published as follows: White to play:

24-20-**2**	12- 8	7-11	11- 7	11-15
2- 7*	15-18	15-19	28-32	28-24
19-16	20-16-**4**	11-15-**6**	7- 2	15-18
12-19	10-15*	19-24*	32-28	24-28
23-16	8- 3	15-22	2- 7	18-23
11-15	7-10	14-17	28-24	28-24
16-12	3- 7	16-11	7-11	Drawn
17-21-**1**	10-14	24-28	24-28	

Var. 1

Mr. Banks played 7-11 here, which loses by 25-21 etc. 10-14 and 15-18 also lose.

Var. 2

25-22-**5** draws by 7-11*; 26-23 draws by 15-18-**8**; 20-16 draws by 15-18, 26-22, 18-23*, 22-18-**3**, 13-17*, 18-14, 23-26—Drawn.

Var. 3

12- 8	30-23	22-18	23-19	18-15
23-26*	21-30	30-26	26-23*	* 7-11

—Drawn.

Var. 4

26-22 draws by 18-23*, 22-18, 23-26, etc.

Var. 5

26-22 allows draw via 10-14, 12-8, 7-10, 8-3, 14-17, 3-7, 17-26, 7-14, 13-17*, 30-23, 26-30, 17-21, 30-23—Drawn.

Var. 6

26-22 allows draw via 18-23, 22-18-**7**, 14-17, 11-15, 19-24, 15-19, 24-27, 19-26, 17-22—Drawn.

Var. 7

If 11-15, then 14-17—Drawn.

Var. 8

This looks like a loss for Black. I think it is an old book problem, or runs into it as follows. Continue:

23-14	7-10	11- 7	14-10	14-18
10-17	18-23	27-31	28-24	*27-31
12- 8	10-14	7- 2	10-15	18-23
7-10	23-27	31-27	24-27	*31-26
8- 3	20-16	2- 6	15-19	25-22
10-14	27-31	27-32*	27-31*	**A**21-25
3- 7	16-11	6- 9	9-14	Drawn
14-18	31-27	32-28*	31-27	

A—Mr. Banks in a letter correcting my play went 26-31 which loses by *23-26. I had left the play at 15-18 as drawn. The whole problem furnishes some interesting possibilities.

Re problem 509 by Jack Gordon, the author places a star on his first move, 1-5; but 24-27, 23-18 (23-19, 1-5), 27-23, 18-14, 13-17*, 22-13, 23-18, 13-9, 18-15, 9-6, 15-18, 14-9, 1-5*—Drawn.

Re F. F. Smith's correction shown on page 88, game 363, April 1926 issue, to game 10 of B. D. P., page 40; at 8th move of Mr. Smith's var. 1 he plays 2-7 as per B. D. P. I have played 3-7 with a drawn result, thus:

3- 7	14- 7	15-19	27-23	8-11
30-26	6-10*	24-15	18-27	23-19
1- 6*	23-14	11-18	32-23	5- 9
26-23**A**	10-26	22-15	9-14	29-25
7-10	31-22	2-18	25-22	9-13

—and 25-21, 12-16—Drawn.

A—32-28, 9-13, 24-19, 15-24, 28-19, 6-9, 22-15, 9-18, 26-23, 13-17, 23-14, 11-18, 25-22, 17-26, 31-15, 7-10—Drawn.

Is this play sound?—R. M. Allin.

In March issue, page 58, W. E. Davis proposes to correct problem 459 by Maurice Shapiro. Position:

Black—6, 10, 14, 17, King 19.

White—25, Kings 2, 21.

Black to play. Mr. Davis gives: 6-9, 2-6, 19-23, 6-15* (6-22, 10-15, 22-17, 15-18, 17-10, 18-22, etc., B. wins), 17-22**A**, 25-18, 23-27**B**, 15-19—Drawn.

A — 9-13, 15-18, 17-22, 18-27, 22-29, 27-23 and White wins, a man down.

B — 22-26, 21-17*, and again White wins.

Mr. Davis should have shown that Black could still win at 3rd move. Instead of 19-23, play *10-15, 6-22, *19-23, and the win is forced.

In March issue, page 60, "Similar Positions," by A. R. Dossett, note B, leaves this position as a White win:

Black—7, 15, 18, 20, 22.
White—8, 21, 24, 27, King 6.

Black to play. Continue 22-26, 8-3, 7-11, 3-8**A**, 26-30**B**, 6-10, 18-23—Drawn.

A—6-10, *18-23, 27-18, 15-22, 24-19, 11-15, 19-16, 15-19—Drawn.

B — 18-23, 27-18, 15-22, 8-15, 20-27, 15-18—White wins.

The above makes a neat problem ending.

The two publications of Mr. Hendry's problem No. 454 still seem to leave some critics confused. Mr. Dell's comment on page 59, March issue, says the position is worked back too far, but he overlooks the earlier publication of the correct solution, which starts: *25-22, 18-25, 17-14, 25-29, *7-2, etc. The position resembles an endgame, and the shot is so concealed that it has fooled a good many including myself.

Mr. Fuller on page 59, on his 4th move misses the draw by 15-19 instead of 11-8 —R. M. Allin.

Comment by Milton C. Johnson

Re problem No. 495 (by L. J. Vair):

Black—1, 4, 5, 6, Kings 9, 26.
White—15, 16, 21, 22, 25, Kings 7, 11.

The author gives 21-17 for a White win, but loses by 4-8. Thus: 21-17, 4-8, 11-4, 6-10, 15-6, 9-20, 25-21, 26-30, 17-13**A**, 30-25, 22-17, 25-22, 4-8, 20-16, 17-14, 1-6 —Black wins—M. C. Johnson.

A—25-22, 30-26, 18-15, 26-22—Black wins.

Re problem 505 (by C. A. Woodard). Position:

Black—12, 14, 17, King 20.
White—15, 28, Kings 8, 10.

Instead of a White win, I think Black can draw thus: 8-11, 12-16, 11-7, 14-18**A**, 10-14, 17-22, 14-23, 16-19—Black draws—M. C. Johnson.

A—Mr. Woodard goes 16-19.

Re problem 405 by Leonard G. Friel:

Black—9, 13, 17, 25, King 11.
White—7, 10, 18, 22, 26, King 27.

White to play and win. In the solution 27-32 is given, but White can win easily by three other ways, thus:

(1) 27-31, 11-2, 26-23, 17-26, 31-29—White wins.

(2) 27-24, 11-2, 26-23, 17-26, 18-14, 9-27, 24-29—White wins.

(3) 18-14, 11-2, 14-5, 25-30**A**, 26-23, 17-26, 27-31—White wins.

A — 25-29, 22-18, 29-25, 18-15, 26-22, 26-23, 23-19, 26-22, 27-23—White wins.

In game 376, between Pillsbury and Potts, Pillsbury the chess master played 2-6 and lost. The position was an easy draw. Position:

Black—2, 7, 11, 12.
White—14, 19, 23, 29.

Black to play and draw. 11-16, 24-20, 7-10**A**, 20-11, 10-17, 11-8, 17-22, 8-3, 22-26, 23-18, 26-31—Drawn.

A—Black can also draw by 7-11, 14-10**B**, 11-15, 20-11, 15-24, 23-19, 24-27, 11-8, 27-32, 8-4, 32-27, 4-8, 27-24—Drawn.

B — 14-9, 2-7, 9-6, 7-10, 6-2, 11-15, 20-11, 15-24—Drawn.

I think 7-10 at the first move draws and still avoid First Position; for example: 7-10, 14-7, 11-16, 7-3, 16-20, 23-18, 20-27, 18-14, 27-31, 3-8, 31-27 draws.

It will be noted that the chess master made one wrong move out of four (the rest draw).—M. C. Johnson.

Criticism by M. C. Hammar

Re game 374 by the "Bo'sun" I think White can win by getting three Kings and pinning the two Black Kings with his four Kings, as he prevents Black from getting another King.

At 7th move of comment Morrall vs. Gonotsky (by J. G. iGlmore), 22-18 also forces the win.

In E. B. Estes' proposed correction of Heffner, at this position: Black—1, 7, 10, 11, 12, 14, 22. White—16, 17, 19, 20, 21, 28, 29, 31. White to play and win by 31-27. Continue 31-27, 11-15**A**, 27-23, X, 22-26, 19-15—W. wins.

A—If 14-18, then 16-19 wins for White. If 1-5, 19-15, 11-18, 16-11, XX, 22-26, 7-2, 5-9, 2-6—W. wins.

Re game 357, "Dundee Barred" by the Bo'sun, page 68, March issue, at 24th move we have:

Black—1, 2, 3, 5, 9, 11, 14, 20.
White—12, 21, 23, 25, 26, 27, 28, 31.

White to play. Continue: 23-19, 11-16, 19-15, 14-17, 21-14, 9-18. Now White can draw with three moves: 15-11, or 15-10 or 26-23.

No. 1—15-11, 18-23, 27-18, 2-7, 11-2, 1-6, 2-9, 5-30, 25-21—Drawn.

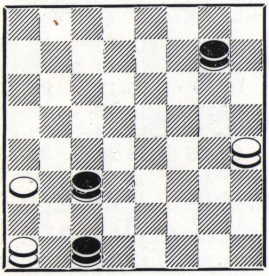
No. 2 — 15-10, 2-6, 26-23, X, 15-18, 14-10**A**, 5-9, 31-26, 16-19, 26-22—Drawn.

A—31-26, 1-6, 26-22, 6-9—Drawn.

No. 3—26-23, 1-6, 23-14, 6-10, X, 28-24, 5-9, 31-26, 18-23—Drawn.—M. C. Hammar.

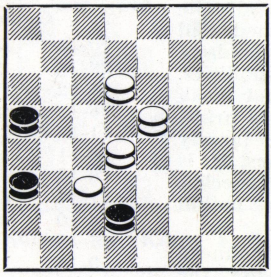
Problems for the Beginners

PROBLEM No. 528
By Robert H. Peacock
White—12, Kings 4, 13



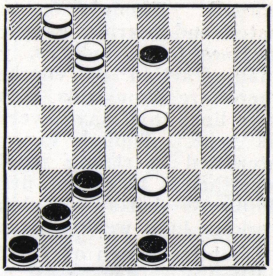
Black—Kings 3, 11, 25
Black to play and win

PROBLEM No. 529
By James A. Finn
Black—Kings 13, 21, 26



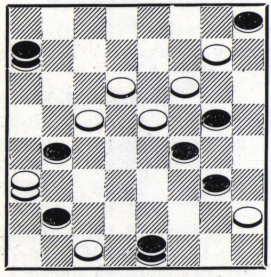
White—22,
Kings 10, 15, 18
White to play and win

PROBLEM No. 530
By H. M. Freitag
Black—7,
Kings 22, 25, 29, 31



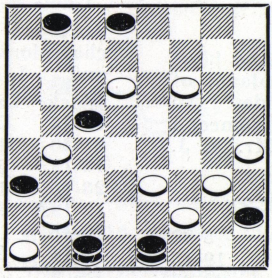
White—15, 22, 32
Kings 1, 6
White to play and draw

PROBLEM No. 531
By Paul M. Powers
Black—4, 16, 17, 19, 24, 25,
Kings 5, 31



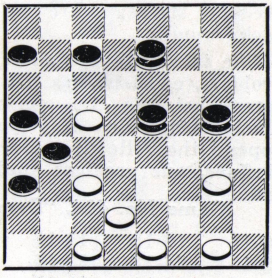
White—8, 10, 11, 14, 15,
28, 30, King 21
White to play and win

PROBLEM No. 532
By W. T. Person
Black—1, 2, 14, 21, 28,
Kings 30, 31



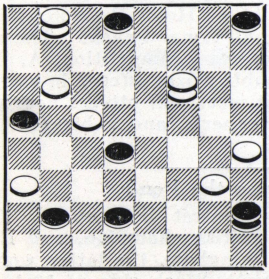
White—10, 11, 17, 20, 23,
24, 25, 27, 29
White to play and win

PROBLEM No. 533
By W. T. Person
Black—5, 6, 13, 17, 21,
Kings 7, 15, 16



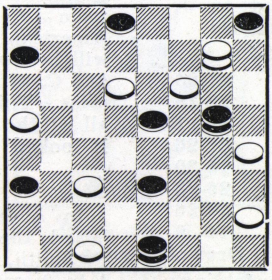
White—14, 22, 24, 26, 30,
31, 32
White to play and win

PROBLEM No. 534
By James A. Finn
Black—2, 4, 13, 18, 25, 26,
King 28



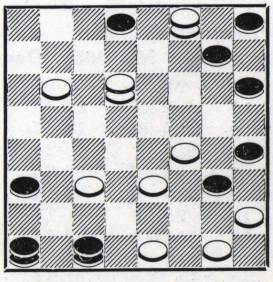
White—9, 14, 20, 21, 24,
Kings 1, 11
White to play and win

PROBLEM No. 535
By James A. Finn
Black—2, 4, 5, 15, 21, 23,
Kings 16, 31



White—10, 11, 13, 20, 22,
28, 30, King 8
White to play and win

PROBLEM No. 536
By James A. Finn
Black—2, 4, 8, 12, 20, 21,
24, Kings 29, 30



White—9, 19, 22, 23, 28,
31, 32, Kings 3, 10
White to play and win

Beginners' Game Section

Non-Professional Games For Beginners

By Geo. A. Pierce

From time to time one is reminded that the game of checkers is becoming exhausted. Though one collects all the match and tourney games published, and analyses in periodicals, yet he holds a small fraction of checker possibilities. There are thousands of wins and weak draw lines that may never be set in printers type. Though experts are largely interested in strong playing lines, it is nevertheless true that first class checker ability is better developed by up-hill working in a weaker game.

Doubtless much of Wyllie's pronounced ability was developed by playing the weaker side of the Switcher. The pioneer checker masters were first-class end-game strategists, who regarded opening lines as of secondary importance.

Modern tourney and match play tends to eliminate the weaker lines and holds the opening formation as of first importance; with the result that many fine games and many superb examples of checker strategy are relegated to the background.

The ideal checker game, like the ideal problem, consists of a delicate balance of forces between the opposing sides. To illustrate my idea of a perfect balance, I append the following game by Mr. A. J. Heffner, our greatest analyst:

Game No. 404, "Denny" (C-2)

10-14	9-18	14-17	2- 9	8-22
22-17	26-23	23-14	24-19	19-15
7-10	10-14	10-15	15-24	22-25
17-13	28-24	14-10	28-19	29-22
3- 7	6-10	7-14	17-22	14-18
24-20	30-26	26-23	25-18	23-14
14-18	1- 6	6- 9	11-16	9-25
23-14	32-28	13- 6	20-11	Drawn

At no stage of this game is the play brilliant, complex or trappy; yet it is neat in the simplicity of its exactness.

A second example is credited to J. Alexander, England's leading analyst:

Game No. 405, "Denny" (C-2)

10-14	21-14	5-14	19-15	21-25
22-17	9-25	22-18	7-10	22-18
7-10	29-22	14-17	14- 7	8-11
17-13	8-11	30-25	2-18	31-26
3- 7	22-18	16-20	27-24	25-30
24-19	4- 8	18-15	20-27	26-23
11-16	26-22	11-18	32-14	30-26
25-22	10-14	23-14	17-21	14- 9
14-17	18- 9	1- 5	25-22	Drawn

Though more complex in its unfolding, this attains a simple balance between the playing parts. Doubtless every expert has chanced upon an example of this mid-game balance of force, which if published would be highly interesting to non-professional players.

Now examine this Kelso:

Game No. 406, "Kelso" (D-3)

10-15	23-19	15-18	19-16	22-26
22-18	2- 6**A**	22-15	11-15	20-16
15-22	27-23	10-19	16-11	26-31
25-18	5- 9	26-22	15-18	16-11
11-15	25-22	1- 5	11- 8	23-27
18-11	7-11	31-26	18-23	32-23
8-15	24-20	19-24	8- 4	3- 7
21-17	15-24	22-18	9-14	11- 2
6-10	28-19	14-23	4- 8	31-26
17-13	11-15	26-19	14-18	2- 9
9-14	19-16	24-28	8-11	26-10
29-25	12-19	16-12	18-22	Drawn
4- 8	23-16	8-11	11-15	

A—The game proceeds along original lines, therefore it invites the added attention of the critic. This game is offered as the strongest White attack upon this line of play.

Geo. A. Pierce, Pittsburg, Pa.

Game No. 407, "Ayrshire Lassie" (E-7)

Played in the Wellsville (Ohio) city championship tourney between E. W. Urie and C. I. McElroy, round 4.

Black—Urie			**White—McElroy**	
11-15	25-22	7-10	16- 7	20-27
24-20	10-15	20-16	3-17	32-23
15-19	22-18**B**	2- 7	26-23	6- 9
23-16	14-23	22-17	19-26	13- 6
12-19**A**	27-11	8-12	31-13	1-10
22-18	8-15	17-14	12-16	26-22
9-14	29-25	10-17	28-24**C**	10-14
18- 9	4- 8	21-14	16-20	B. wins
5-14	25-22	7-11	30-26	

A—Now a "Bristol."
B—Unusual; 22-17 is orthodox.
C—32-27 draws handily.

Long Beach Tourney July 6

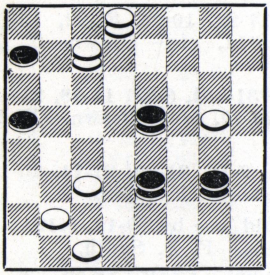
The Second Annual Summer Tourist Checker Tourney of the Long Beach, California, Club, will be held this year from July 6 to 14 at Hotel Ralston, 332 American Avenue, Long Beach. There will be three classes of competition, A, B and C, with valuable prizes offered in each class. This great meet will attract nearly all of the coast experts, and a big entry is looked for.

Across the Pond

In a friendly contest between R. T. Ward, the new British champion, and F. F. Smith, of Birmingham, the latter won 1 to 0, scoring with Black side of 10-14, 23-18, and drawing the White. Mr. Smith also drew two games with J. Alexander.

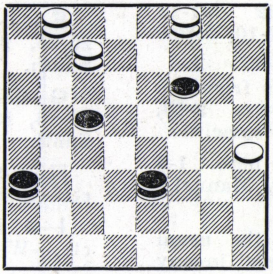
Problems for the Advanced Players

PROBLEM No. 537
By A. J. Heffner
Black—5, 13, Kings 15, 23, 24



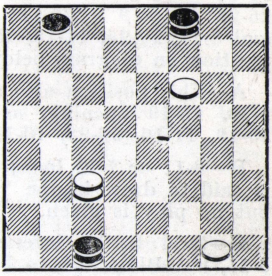
White—16, 22, 25, 30, Kings 2, 6
White to play and win

PROBLEM No. 538
By Sam Gonotsky and Chris Nelson
Black—11, 14, Kings 21, 23



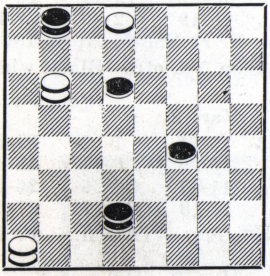
White—20, Kings 1, 3, 6
White to play and win

PROBLEM No. 539
By W. E. Crasher
Black—1, Kings 3, 30



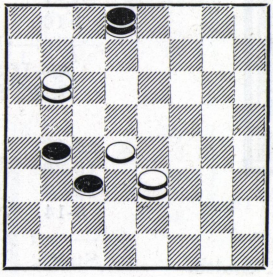
White—11, 32, King 22
White to play and win

PROBLEM No. 540
By Oscar Simonson
White—31, Kings 4, 24



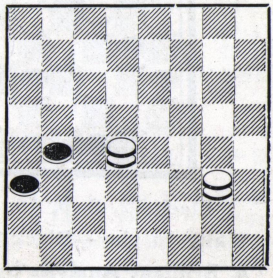
Black—14, 23, Kings 7, 32
Black to play and win

PROBLEM No. 541
By L. J. Vair
Black—17, 22, King 2



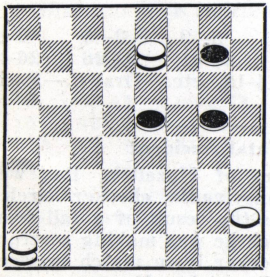
White—18, Kings 9, 23
White to move and win

PROBLEM No. 542
By L. J. Vair
White—Kings 18, 24



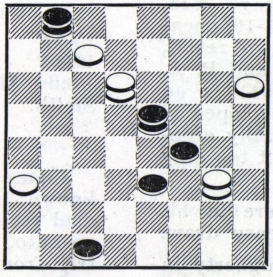
Black—17, 21
White to move and win

PROBLEM No. 543
By James H. Robinson
Black—8, 15, 16



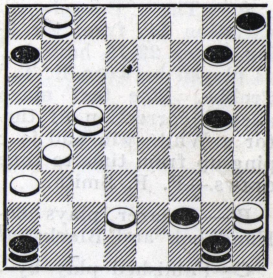
White—28, Kings 7, 29
Black to play; White wins

PROBLEM No. 544
By C. Shirra
White—12, 21, 27, Kings 9, 23



Black—3, 10, 14, Kings 18, 32
Black to play and draw

PROBLEM No. 545
By G. Drummond
Black—4, 5, 8, 16, 27, Kings 29, 32



White—13, 17, 21, 26, Kings 1, 14, 28
White to play and win

Advanced Players' Game Section

Game No. 408, "Denny" (C-5)

By F. F. Smith, Birmingham, England

10-14	9-13**A**	5-14	8-24	**C**14-17
23-19	22-18	24-20	28-19	21-14
11-16	6-10	1- 5**B**	4- 8	10-26
26-23	18- 9	20-11	25-22	31-22

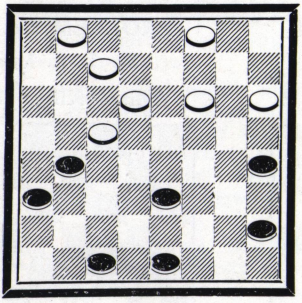
and 8-11, 29-25, 11-16, 25-21, 7-10, forms position on diagram below:

A—This position also springs from the 9-13, 23-19 opening, as follows: 9-13, 23-19, 11-16, 26-23, 10-14, the same.

B—8-11 or 7-11 looks better here. 1-6 is said to draw in the "Handy Manual," but no play is given.

C—Said to be inferior to the usual 8-11, but Black has to be careful in any case. The text move (14-17) is shown to draw in the "Handy Manual."

White—19, 21, 22, 23, 27, 30, 32.



Black—2, 3, 5, 10, 12, 13, 16.

White to play—Black to draw.

A Brilliant Analysis by F. F. Smith.

27-24**A**	18-15	22-18	19-15	2- 6
16-20-**1**	10-14	*13-17	*16-19	24-27
23-18**B**	30-26	18- 9	23-16	**C**26-23
20-27	2- 7	5-14	12-19	*27-31
32-23	15-10	10- 7	7- 2	**F**15-10
3- 8	7-11	11-16	19-24	***D**31-27

and *23-19, 8-12**E**, or 17-22, etc.—Drawn. —F. F. Smith.

A—The "Encyclopedia," page 418, variation 11, from the 9-14, 23-19 opening, gives 22-18 here to a drawn result, as played between R. T. Ward and P. A. Crabbe. The text move (27-24) is an alleged correction of the "Encyclopedia" for a White win and is continually cropping up from time to time, but it too only draws.—F. F. Smith.

B—Shearer plays 30-26 here in his Handbook and Black has an easy draw.

C—Published play by J. Dougherty in the Los Angeles Times leaves it here as White wins, but continue as above and draw.—F. F. Smith.

D—31-26, 6-9, 26-19, 9-18, 8-11, 21-14, 19-15, 18-23, 15-6, 23-19, etc., White wins. —F. F. Smith.

E—8-11 would lose by 10-7, 17-22, 7-3, etc., White wins.—F. F. Smith.

F—6-10**G**, 17-22, 10-26, 31-22, 15-10, 22-26, 23-19, 8-11, etc.—Drawn—F. F. Smith.

G—23-19**H**, *31-26**I**, 6-9**J**, 14-18, 21-14, 26-23, 19-16, 23-19, etc.—Drawn.—F. F. Smith.

H—6-9, 8-12, 9-18, 31-26, 21-14, 26-17, etc.—Black wins.—F. F. Smith.

I—17-22 would lose by 19-16, 8-12, 6-9, etc.—White wins.—F. F. Smith.

J—19-16, 26-23, 14-10**K**, 17-22, etc.—Drawn.—F. F. Smith.

K—6-10, 8-12, 16-11, 23-18, etc.—Drawn.—F. F. Smith.

Var. 1

3- 7	19-15-**2**	14-17	23-16	23-26
24-20	2- 6	21-14	12-19	6-10
10-14	15-11**A**	9-25	7- 2	5- 9
20-11	6- 9	30-21	19-23	10-15
7-16	11- 7	16-19	2- 6	9-14

—etc.—Drawn.—F. F. Smith, April 1926.

A—If 22-18, then 5-9, etc.—Black wins. —F. F. Smith.

Var. 2

22-18	19-15-**3**	15-11	7- 2	32-23
16-20	20-24	6- 9	9-14	18-27
18- 9	23-19-**4**	11- 7	30-26	26-22
5-14	2- 6	14-18	24-27	27-31

— and 2-6, 31-27, etc. — Drawn. — F. F. Smith.

Var. 3

32-27	19-16	16-11	27-23**B**	2- 6
13-17	12-19	10-15	19-24	20-24
30-26	23-16	11- 7	7- 2	23-19
2- 6	6-10	15-19	24-27	14-18

—and 21-14, 27-31, etc.—Drawn—F. F. Smith.

B—7-2, 14-18, 21-14, 27-31, etc. — Drawn.—F. F. Smith.

Var. 4

15-11	11- 8	8- 3	3- 8	8-11
12-16	24-27	27-31	31-26	26-19

—and 11-20, 14-18, etc.—Drawn.—F. F. Smith.

Fatal Accident

James Rogers of Hazelton, Pa., well known in Pennsylvania checker circles, died recently as the result of a fall from an auto, in which he was making a return trip from a checker team match between Hazelton and Berwick. He was a very popular player and citizen, and will be greatly missed.

Game No. 409, "Edinburgh" (A-3)

Herewith some old but interesting play on the so-called "dreaded Edinburgh Single," which may help to popularize the 11-15 line. Can our readers knock it out?

9-13	3- 8	8-11	13-17	14-17
22-18	20-11	27-23	22-13	27-23
11-15	8-15	6- 9	15-22	17-22
18-11	29-25	24-20	26-17	23-18
8-15	5- 9**C**	1- 6	9-14	6-10
21-17	25-22	20-16	28-24	13- 9
13-22	4- 8	12-19	14-21	10-14
25-11	28-24	23- 7	24-19	Drawn
7-16	9-13	2-11	10-14	Frank
24-20	23-18**A**	32-28	31-27	Dunne.

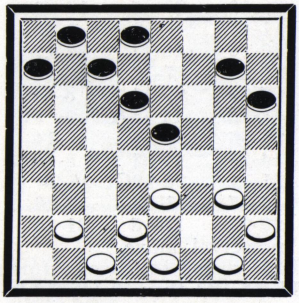
Var. A

24-20	32-28	28-19**B**	22-17	21-14
8-11	1- 5	11-15	13-22	18-23
30-25	27-24	19-16	26-17	Drawn
6- 9	5- 9	12-19	9-13	Lucas
25-21	24-19	23-16	17-14	vs.
9-14	15-24	14-18	10-17	Martins

B—Now same as trunk of "Center" opening in Lees' Guide after 32nd move.

C—The Bo'sun in game No. 358 plays here: 4-8, 27-24, and 8-11, showing a White win. Now comes S. F. Barnett, Box 290-A, Hollister, Calif., and contends that 15-19 draws instead of 8-11. We diagram the position and give Mr. Barnett's play:

Black—1, 2, 5, 6, 8, 10, 12, 15.



White—23, 24, 25, 26, 28, 30, 31, 32.

Black to play: can Black draw?

15-19†	22-18**B**	7-11	25-21	18-22
24-15	10-14	24-15	6- 9	27-24
10-19	18- 9	11-18	28-24	22-26
23-16	5-14	30-25**D**	9-13	24-20
12-19	32-27	8-11	24-19	26-31
25-22**A**	2- 7	31-27	13-17	23-18
6-10	27-24**C**	1- 6	26-23	Drawn

†—P. H. Lerch of Harrisburg, Pa., claims a draw via 5-9, but gives no play.

Var. A

32-27	24-15	27-23	25-22	31-23
2- 7	10-19	8-12	10-14	1- 6
27-24**E**	31-27	23-16	26-23**F**	28-24
7-10	6-10	12-19	19-26	6- 9

—Drawn.

Var. B

22-17	8-12	17-13	9-14	24-20
5- 9	23-16	6-10	25-21	18-23
32-27	12-19	13- 6	14-18	26-22
10-15	31-27	2- 9	27-24	23-26
27-23	1- 6	30-25	10-14	Drawn

Var. C

27-23	7-16	27-23	10-14	8- 3
8-12	30-25	11-16	15-11	25-30
23-16	1- 6	22-18	17-21	3- 7
12-19	25-22	14-17	11- 8	16-20
31-27	6-10	18-15	21-25	23-16

—Drawn.

Var. D

28-24	19-16	26-17	7- 3	3- 8
1- 6	8-12	14-21	15-19	16-20
24-19	16-11	11- 7	31-27	Drawn
6-10	18-22	10-15	12-16	

Var. E

27-23	12-19	27-24**G**	5- 9	30-23
8-12	31-27	11-15	26-23**H**	9-14
23-16	7-11	25-22	19-26	Drawn

Var. F

30-25	5- 9	25-21	9-13	B. wins

Var. G

27-23	6-10	17-13	1-10	25-22
11-16	22-17	10-14	30-25**J**	17-21
25-22	5- 9	13- 6	14-17**K**	23-18

—and 21-25, 18-14—Drawn.

Var. H

22-17	1-10	25-21	23-26	7- 3
6-10	30-25	10-14	14-10	15-18
17-13	14-18	22-17	19-23	3- 7
10-14	26-22	14-18	10- 7	23-27
13- 6	18-23	17-14	18-22	7-10

—and 18-23, 10-15, 25-22—Drawn.

Var. J

26-22	30-23	28-24	23-19	19-10
19-26	10-15	16-20	20-27	27-31

—B. wins.

Var. K

10-15	16-20	14-18	15-19	20-24
25-22	23-16	22-17	17-14	Drawn

—S. F. Barnett.

Huxley on Chess

"The chess-board is the world, the pieces are the phenomena of the universe, the rules of the game are what we call the laws of Nature. The player on the other side is hidden from us. We know that his play is always fair, just and patient. But also we know, to our cost, that he never overlooks a mistake, or makes the smallest allowance for ignorance. To the man who plays well, the highest stakes are paid, with that overflowing generosity with which the strong shows delight in strength. And the one who plays ill is checkmated — without haste, but without remorse."

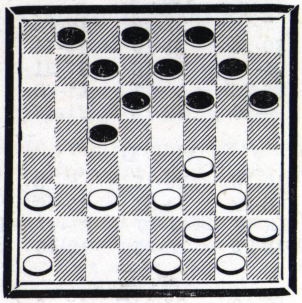
Thomas H. Huxley,
"Science and Education Essays."

Game No. 410, "Nailor" (E-5)

By E. A. McDougall

11-15	26-23	9-14	25- 9	26-22
23-19	4- 8-**5**	22-18	5-14	
8-11**A**	30-26	15-22		

Forms position on diagram:



Continue:

6- 9**B**	28-19	10-15	22-17-**1**	9-13
24-20-**2**	8-11	19-10	15-22	19-12
11-15	22-18	6-15	17-10	11-15
29-25	2- 6	27-24	7-14	B. wins
15-24	25-22	12-16	24-19	

A—I consider this a losing move.

B—Submitted to correct Lee's Guide, and H. Egan's "Talk for Beginners" where 11-16 was played to draw.

Var. 1

24-19	32-28	23-16	28-19	
15-24	16-19	14-23	23-26	B. wins

Var. 2

22-18	15-22	19-16	22-26	23-18
12-16	28-24-**4**	1- 5	31-22	5- 9
19-12	7-10	23-19-**3**	14-17	B. wins
10-15	24-19	9-13	21-14	
24-20	2- 7	27-23	10-26	

Var. 3

23-18	27-18	18- 9	32-27	27-24
14-23	9-14	5-14	10-15	22-25
				B. wins

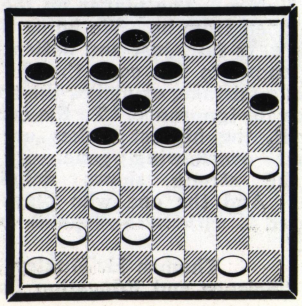
Var. 4

23-18	1- 5	24-19	5-14	2- 7
14-23	28-24	9-14	19-16	B. wins
27-18	7-10	18- 9		as (3)

Var. 5

24-20	15-24	28-19	11-15	27-24

Forms position on diagram:



Continue:

6- 9**C**	5-14	8-11	7-14	6- 9
22-18-**7**	26-22-**6**	29-25	25-21	24-19
15-22	14-17	1- 5	3- 8	14-17
25-18	21-14	32-28	23-19	B. wins
9-13	10-26	11-15	2- 6	
18- 9	31-22	19-10	19-15	

C—Submitted to correct Lee's Guide Var. 12, and H. Egans' note C where 8-11 is played allowing a draw by 32-28 as shown by E. R. Wiley in Lee's Guide appendix.

Var. 6

32-28	10-17	31-22	1- 5	22-18
14-17	26-22	8-11	25-21	7-10
21-14	17-26	29-25	5- 9	B. wins

Var. 7

22-17	19-16	31-24	29-22	26-23
15-18	12-19	14-18	8-11	3- 8
32-28-**8**	24- 6	25-22	24-19	B. wins
18-27	1-10	18-25	9-13	

Var. 8

32-27	26-22	17-13	13- 6	22-17
8-11	11-15	7-11	2- 9	9-13
				B. wins

Respectfully submitted,
E. A. McDOUGALL.

Game No. 411, "Nailor" (E-5)

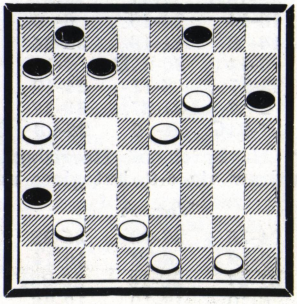
The following two games were contested by Mr. Banks during a blindfold exhibition at the Clarksburg Chess and Checker Club:

Black—Banks		White—Club		Player
11-15	15-23	9-14	6- 9	25-30
23-19	28-19	29-25	13- 6	15-10
8-11	11-15	* 8-12	1-19	30-25
26-23	20-16	16-11	22-17	10- 6
4- 8	15-24	7-16	12-16	25-22
30-26	27-20	20-11	8- 4	6- 2
9-14	12-19	14-18**A**	5- 9**B**	22-18
22-17	23-16	22-15	17-14	16-19
6- 9	14-17	17-21	9-18	Banks
17-13	21-14	25-22**C**	26-23	won.
2- 6	10-17	21-25	19-26	
24-20	25-22	11- 8	31-15	

A—A powerful move.

B—Black seems to have a forced win here. If 17-13, then 9-14, 13-9, 25-30 wins.

C—White appears to miss a neat draw here. See diagram:



White to play and draw by *15-10,

6-15, 11-8, 21-30, 31-27, 30-23, 27-11, 12-16, 8-4, and White gets the man back in a few moves and draws.—N. W. Banks.

Game No. 412, "Defiance" (E-5)

Black—Banks		White—E. Thompson		
11-15	25-22	7-14	32-27**A**	6-10
23-19	4- 8	31-27	10-15	17-13
9-14	24-20	8-11	27-23	10-17
27-23	15-24	23-18	15-18	19-15
8-11	28-19	14-23	23-19	26-30
22-18	10-15	27-18	18-23	15- 8
15-22	19-10	2- 6	30-25	30-26
25- 9	6-15	21-17	23-26	18-14
5-14	22-18	6-10	25-22	7-11
29-25	15-22	18-14	1- 6	Drawn
11-15	26-10	3- 7	22-18	

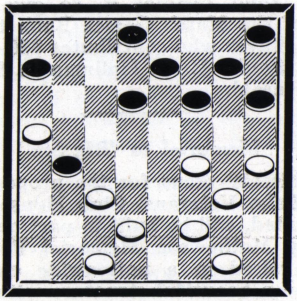
A—Finely played and seems to force a clean cut draw.

Game No. 413, "Denny" (C-2)

By M. C. Hammar

10-14	24-20	10-14	25-22	10-17
22-17	14-18	28-24	18-25	23-19
7-10	23-14	6-10	29-22	1- 6-10
17-13	9-18	31-26	14-17	
3- 7	26-23	1- 6	21-14	

Forming position on diagram:



White to play. Wendemuth's Companion gives 27-23 here and a draw results. Instead I submit the following to show a white win:

13- 9	32-28	25-21	19-16	6- 2
5-14	11-15	15-18	12-19	7-10
22-13	30-25*	13- 9	24- 6	2- 6
2- 6	8-11**A**	6-13	4- 8	10-15

—and 27-24—W. wins—M. C. Hammar.

A—If 15-18, 13- 9, 6-13, 26-22—W. wins. If 14-17, 25-22, 8-11, 27-23, 17-21, 22-18—W. Wins. If—14-18, 26-23—W. wins.

VAR. 1

7-10	22-18	12-19	12- 3	11-15
27-23	5- 9	23-16	6-10	13- 9
10-14	26-22	14-23	24-19	15-18
32-28	17-26	16-12	27-31	9- 6
2- 7**C**	19-16	9-14	19-16	Drawn

F. Dunne in Draughts Proxis.

Game No. 414, "Dyke" (E-2)

By the "Bo'sun"

11-15	4- 8	6- 9	9-13	30-25
22-17	22-18	31-27	26-22	15- 8
15-19	9-13	16-20	2- 7	3-12
24-15	18-14	23-16	32-27	28-24
10-19	13-22	12-19	19-23	1- 6
23-16	25-18	25-22	27-24	24-19
12-19	8-12	20-24	23-26**B**	6-10
25-22	27-23	27-20	24-19	B. wins
8-11	11-16	7-11	26-30	
30-25-1	29-25	22-17**A**	19-15	

—P. H. Ketchum.

A—In the February "Checkerist" F. F. Smith leaves it here as drawn at end of Var. 2, game 337.

B—This corrects F. Dunne's play where 23-27 only draws.

Var. 1

22-18	5- 9	32-27	19-24-**2**	13- 6
9-14	25-22	8-12	28-19	2- 9
18- 9	8-12	27-23	15-24	17-13
6-22	17-13	7-10	22-17**C**	31-26
26-17	1- 6	23-16	24-27	13- 6
11-15	27-23	12-19	26-22	26-17
30-26	3- 8	31-27	27-31	6- 2
4- 8	23-16	9-14	23-19	W. wins
29-25	12-19	27-23	6- 9	

—"Naomi."

C—Corrects the "B. D. P.," page 124, Var. 2, where 22-18 is given and left as drawn at end.

Var. 2

6- 9**D**	23-16	9-13	21-14	13-17
13- 6	14-18	17-14	15-19	11- 7
2- 9	22-17	10-17	16-11	Drawn

—"Naomi."

D—This restores the draw.

The corrections at notes C and D were not given by Mr. Smith.

H. C. Hartshorn Bids Farewell

Once more the scythe of the Great Reaper is felt in the passing of Prof. H. C. Hartshorn, former secretary of the American Checker Association and a never-failing friend of the game, who lived in Chicago. A fine player, an excellent organizer, aggressive and forceful, with a winning habit of friendliness—he will be sorely missed by his many friends.

Not long ago Mr. Hartshorn was a victim of an unfortunate acicdent which deprived him of his sight, but the light of his inner vision never failed. Death came suddenly from an attack of heart trouble.

J. Love

A noted Scottish player, J. Love of Dumbarton, died recently. He was a frequent competitor in Scottish tourneys, and as recently as a few weeks ago was runner-up to W. Mackie in the Glasgow tourney.

A CHECKERED IF

(With apologies to Kipling)

If you can play a real good game of checkers
While your opponent drums his cares Away
Upon the table, the while you try to study,
And to him never have a word to say;

If you can see the slips and shots and Pitches,
As each one in its turn presents itself,
While he explains the wherefores and the Whiches,
Of this and that that happened to himself;

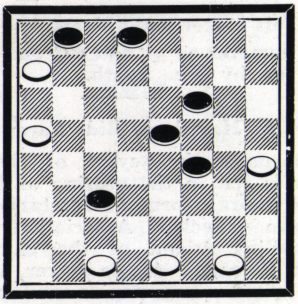
If you can lose without explanations,
If you can win without a smile of pride,
If you can study all the combinations,
And find the draw that tries so hard to Hide;

If you can watch a game and not condemn it,
When a player makes a move you think Is bad:—
You're a wonder—and the whole wide World should know it!
For you'll some day be an expert, my Lad! —L. Miller.

Two Questions

Mr. R. A. Lutes, Room 553, Walker Johnson Bldg., Washington, D. C., sends in the following position and asks if White can draw from the diagram:

Black



White

White to play. The position came up in actual play, and continued:

31-27 27-23 24-27 23-18**A** 22-26
19-24 —Question?

He now enquires, "Can White draw from this point? And did White have any better moves at an earlier point?"

A—20-16 here will answer Mr. Lutes' second question. Continue 11-20, 23-18 and we now ask our readers, "Can Black draw from this point?"

Readers: Answer Mr. Lutes' first question, and then answer our quoted question in Note A.

INTERNATIONAL MATCH

One of the most common as well as one of the most severe criticisms we hear of the average chess or checker player is that he is not a good sport, that he is ready to take advantage of the contributions of others to his favorite game without similar return on his part. No game can advance unless its followers are willing to give financial aid to its interests.

Only a few more months and the great international match between this country and Great Britain will be in progress, the second meeting in checker history of these nations. Wonderful games will be fought through. In book and in columns of the country these productions will be placed before the checkerist for his enjoyment. Shall we sit back, eat at the splendid feast spread before us by zealous, generous players in other cities and states, and selfishly withhold our own gifts to the cause? The members of the two teams cannot leave their business, travel on train or ship across the ocean, live in hotels, without some compensation as representatives of their respective countries. If every player in America would contribute one dollar, we could raise our share and more with ease. The officials of the American Checker Association are planning, if the pledge fund justifies it, to give a free copy of the Match Games Book to every fan or player who contributes $10 or more to the fund.—E. B. Hallman in Spartanburg Herald.

Memorial to "Big Six"

Architects' plans for the proposed Saranac Lake Veterans' Club House, which, it is stated, will be built in part out of the Christy Mathewson Memorial Fund now being raised in a nationwide campaign, disclose a beautiful structure with rounded cornice and circular window motif on either side of the entrance up to the first-story line. The building is to be 40 feet wide and 65 feet deep according to plans. A large social and assembly room is to be located on the first floor. Of course, there'll have to be a corner for the game "Big Six" enjoyed so many years!

John Dougherty, checker editor of the Los Angeles Times, is now playing the game in the forecourt of Grauman's Egyptian Theatre, one of the show places of California.

In the finals of the Western Australia championship tourney concluded recently, A. F. Marsh won the title, with W. J. Redgrave runner-up. The winner holds the W. A. Association cup 12 months.

Favors New Method of Classifying Games

Salt Lake City, Utah, June 16, 1926.

Morris-Systems Publishing Co., 550 W. Lafayette Blvd., Detroit.

Dear Sirs:

Having noted with great regret a tendency if not an actual step in the direction of discontinuing the method of classifying games, the A-1 to G-7 designations, introduced in the Morris-Systems Checkers publications, I have written in favor of retaining them and I am now writing again in protest against their discontinuance.

It is not known to me who invented the system, which appealed to me at once as being thoroughly scientific and in advance of anything before in use as well as the simplest and briefest vet devised.

Morris-Systems should cling to this. The British, in their magazines and elsewhere, are clinging to the old names and methods. Teetzel has tried to be progressive and has adopted the Atwell "Mongrel" name system which, by the way, I thoroughly detest, while you people have given us something in checkers to keep pace with the auto and aeroplane in locomotion. For you now to go back to the old method, or to substitute the Atwell system for your own, would not only be a step in retrogression but would in my opinion discredit you with the very people whose good opinion you commanded when you introduced the system, the scientific students and compilers who wish to get our present knowledge of the game scientifically arranged in the best possible shape.

I trust you will give your immediate attention to this, for it is in my opinion a matter of no small importance. Mr. J. B. Smith, of this city, former state champion, lawyer, widely known writer, and the most scientific compiler of play I have personally known, agrees with me that it would be regrettable for your admirable system to be abandoned or allowed to be discredited by disuse.

With my best regards, I am,

Yours most sincerely,

J. V. CRONE.

The initiation of any new method or idea must meet with the usual quantum of resistance. Such resistance is part of the fibre of human nature. It cannot be broken down; it must be worn down in much the same way that an iceberg disintegrates, not through violence but through a melting process. The chill of fear in pursuing a new mode numbs most of us; warmth comes by degrees.

While we have recently reverted to the old style of classifying games in the Checkerist, we believe eventually the logical method will be that which we introduced under the name of "Morris-Systems Standardized Openings" involving a basic principle which permits players to assort in their own minds, in a systematic manner, the various openings. According to our published method, set forth with charts in "Scientific Checkers," the player, instead of memorizing the great number of names descriptive of lines of play, need keep in mind only seven letters (A to G) for the Black side, and seven numbers (1 to 7) for the White, the combination of a letter and number instantly indicating the opening.

That the game of Checkers may be developed in a scientific manner, the universal adoption of the standardized system is essential, just the same as it was necessary to adopt the point system in the development of printing; the metric system in determining distances and weights and the system of letters and numbers to indicate combinations in chemistry, all of these systems to a great extent superseding unsystematic forms adopted through custom and which were developed by authors, inventors or discoverers in their respective fields at different periods of itme.

It is our intention to resume the method which we introduced and we will be pleased to hear from readers of the Checkerist as to their views on the subject.—B. B.

AVANT THE "COOK!"

The following item, clipped from a South Wales exchange, gives a humorous slant on what our Welsh cousins think of "Cooks:"

"A recent note in the "Checkerist—an up-to-date American Monthly—bewails the fact that some recent match games which should have been the property of the American Checker Association and for the perusal of the American match team only, has been allowed to leak out, as it were, and to travel across the pond to the old country. Apparently—that is, to our American cousins—there are points in those games which may benefit the British team—or to put it correctly, the English and Scottish team—which will be visiting America next year. Now we have had an opportunity to examine—have examined, in fact, much of the play under discussion, and we can honestly advise our readers that there is no occasion for any member of the English and Scottish team to lose sleep worrying over how this line or that line can be met. We have it on record from the same authority that in many instances during those eliminating matches now being played in America that the games lost were by the player who introduced a "cook" line! Poor "cook" indeed that it should act as a boomerang to the inventor."

IN YE OLDEN DAYS

(From an old English Column)

The "HERD LADDIE"

The Sidney Bulletin gives the following characteristic anecdote of Mr. Wyllie—When he visited Queensland some weeks ago the Brisbane Draughts Club arranged to lodge him at one of the leading hotels where the tariff was £3 10s per week. After he had been there a week the canny Scot accidentally discovered the amount which was being paid to his account to the hotel keeper, and intimated to the club secretary that he would rather (d'ye ken) receive the money and pay for his own board. Naturally the club humoured the old man and complied with his request, with the result that the following week the Herd Laddie roosted in a modest hash house on Spring Hill at the rate of £1 per week, with washing. Wyllie charges 1s per game for the pleasure of playing with him, and, should his antagonist fail at once to dump down the coin, says suddenly, in a hard, dispassionate voice that jerks the needful out of the other fellow's pocket, "Whaur's yer shullin'?" Then he seems to close his eyes and go off in a doze till his adversary "moves," when with one swoop he picks off about six of the best "men," and again doses off like an alligator waiting for its prey, while gently rattling the captured checkers with his left hand. They invited the old man once to play in a N.S.W. working-men's club and paid him £3 for the night, but when his first antagonist (a burly miner) presented himself his battle-cry of "Whaur's yer shullin'?" boomed forth as usual. That night Wyllie played about 60 games at a "bob a nob," and thus by the exercise of a little canniness doubled his takings.

(Owing to the reference to "6 men swoops" and "Alligator dozes" we feel constrained to point out that the "Sydney Bulletin" is an Australian, not an American paper.—Ed.)—From an old English Column.

HINTS TO SOLVERS AND PLAYERS

Checkers may be made an entertaining but mechanical sort of puzzle or an intellectual game of the highest order. There are, for example, some solvers who discover the solution of a problem by moving the pieces here and there until they chance upon the correct moves. The proper way is to set up the position and then examine it without touching the men, just as though you were playing a game according to the rules; thus, aside from the excellent mental discipline, gaining a power of analysis that will stand you in good stead in your cross-board playing. Other methods, persisted in, will weaken your playing ability. Expert solvers generally work directly from the diagram. Of course, there are some positions that can not be solved except by occasional moving of the pieces.

In playing over published games, habituate yourself to considering carefully each occurring position, deciding what move you would make in actual play and then comparing this with the text move. In this way you receive benefit equal almost to the strength won by crossboard play. Players unable to increase their skill by practice with experts can by this method achieve almost the same results. If you are a correspondence player, force yourself to abide by the same rules you would were your opponent present. You may not win as many games at first, but you will avoid the weakness resulting from wrong methods of analysis.

These hints, thoughtfully heeded, will reward you with increased skill.—E. B. Hallman.

NO LAUGHING MATTER

Some laugh at you, little ivory men,
With forms so quaintly carved. With godlike air
Each one so primly sits his little square!
Some wonder why we curse at you and then
With our poor brains pay tribute. Even when
Your aching tangle drives us to despair
Your frozen faces smile, so debonair,
And watch us scheme our futile schemes again!

Some laugh at you—but those who laugh don't know
Your swiftly-gliding bishops, tried and true;
Your noble rooks, your patient pawns, so slow,
Who after tedious trials may gallop through
To crowns; your charming, agile knights, who go
By strange and devious ways forever new.

—J. D. Chamberlain.

An Ending

The folowing ending came up from a Denny as played between Buchanan and Erickson of the Brooklyn Checker Club:

Black (Buchanan) 3, 6, 9, 10, 12, 18.
White (Erickson) 13, 16, 19, 25, 30, 31.

Black to play: 3-7, 30-26, 18-23, 26-22, 23-26, 25-21, 9-14, 16-11, 7-23, 22-18, 26-30, 18-2—Drawn.

J. Young (Burbank) a prominent Scottish analyst and player, passed away this month. He was one of the stalwarts of the older generation.

SOLUTIONS TO PROBLEMS IN THIS ISSUE

No. 528, by Robert H. Peacock

25-22	17-13	9- 6	7-14	14-10
13- 9	5- 1	5- 1	4- 8	B 4- 8
22-17	13- 9	11- 7	3- 7	10-15
9- 5	1- 5	1-10	8- 4A	8- 4
			—15-11—B. wins	

A—8-3, 7-11—B. wins.
B—12-8, 7-3—B. wins.

* * *

No. 529, by James H. Finn

18-24*	15-18*	18-25	10-15*	15-18
26-17	17-22	21-30	30-25	W. wins

* * *

No. 530, by H. M. Freitag

15-10	32-27	23-19	6-10	1-26
7-14	31-24	24-15	15- 6	Drawn

* * *

No. 531, by Paul M. Powers

11- 7	14- 9	7- 2	2-27	21-16
4-18	5-14	14- 7	31-24	W. wins

* * *

No. 532, by W. T. Person

23-18	2-11	10- 6	10-17	29-25
14-32	20-16	1-10	25-22	W. wins
11- 7	11-27	17-14	17-26	

* * *

No. 533, by W. T. Person

14- 9	21-30	20- 2	26-30
5-14	24-20	17-26	31-26
30-25	30-23	2-27	W. wins

* * *

No. 534, by J. A. Finn

1- 5*	11-15*	5-14	18-15*	15-19
28-19	19-17	4- 8A	26-31	31-26
21-17*	9- 6	14-18	20-16*	16-11
13-22	2- 9	22-26	8-12	W. wins

A—22-26, 14-18, 26-30, 20-16, 4-8, 18-15—W. wins.

* * *

No. 535, by J. A. Finn

10- 6*	2-27	10- 6	10-14	19-23
2- 9	31-24	31-27	23-27	32-28
13- 6	28-19	6- 2	14-18	22-18
16- 7	20-24	5- 9	27-31	13-17
6- 2*	19-15	2- 6*	18-15	*30-26
4-11	24-27	9-13	31-27	28-24
20-16	15-10	6-10	15-19	18-14
11-20	27-31	27-23	27-32	W. wins

* * *

No. 536, by J. A. Finn

31-27	20-27	10-14	12-26	12- 3
24-31	9- 6	9-25	3-12	W. wins
28-24	2- 9	19-16	4- 8	

* * *

(Advanced)

No. 537, by A. J. Heffner

2- 7-1	7-10	22-17	30-25	6- 9
15-11A	11-20	13-29	29-22	W. wins
		Var. 1		
16-12	19-15	6-10F	13-17	10-15
24-19H	12- 8	15- 6	21-14	5- 9
6- 1	10-14-2	1-10	9- 4	26-22
15-10	2- 6C	23-18	30-26	9-13
25-21	14- 9	22-15	4- 8	Drawn
		Var. 2		
23-18	15- 6	25-29	25-29	29-25
8- 3	1-17	10- 6	15-19	27-31
18-25	13-22	9-13G	29-25	25-29
2- 7	3- 7	6-10	19-24	30-25
10-14	5- 9	29-25	25-29	W. wins
7-10	7-10	10-15	24-27	
		Var. A.		
15-19B	7-10	W. wins same as trunk		
		Var. B		
24-27	15-18	23-26	27-20	
7-10	22-15	30-23	10-14	W. wins
		Var. C		
2- 7D	14-17	21-14	15-10	Drawn
		Var. D		
1- 6E	14-10	6- 1	10-14	Drawn
		Var. E		
8- 3	14-18	30-25	23-26	Drawn
		Var. F		
6- 2	15-18	22-15	13-17	Drawn
		Var. G		
9-14	30-25	14-18	6-10	W. wins

H—24-27, 12-8; Black now has a three for two trap, but White can win against it.

* * *

No. 538, by S. Gonotsky and Chris. Nelson

6- 9	9-13-3	1- 6	*13- 9-5	9-14
14-17-1	17-22	23-19-4	11-15-6	W. wins
			—C. Nelson	
		Var. 1		
23-18-2	18-23A	14-18	3- 8	W. wins
9-13*	13-17		—S. Gonotsky	

A—18-15 or 18-22 also lose.

		Var. 2		
14-18	11-15	23-19	9-14	W. wins
3- 7	7-10		—Willie Ryan	
		Var. 3		
1- 6	11-15	9-13	23-18	Drawn
		Var. 4		
21-25	6-10	23-19B	*13- 9	W. wins
			—Jack Gordon	

B—Chris. Nelson relates that this position was brought up by a different route by J. Gordon, and to get revenge for a mean trick Chris. had played on him, Gordon lured Nelson into betting a piece of cheese cake that Nelson could draw it. When Gordon played *13-9, Nelson resigned without making a move.

		Var. 5		
6-10	3- 7	21-17*	13- 9	15-18
11-15			Drawn—S. Gonotsky	
		Var. 6		
21-17	22-26	19-15	15- 6	3- 7
6-10	9-14	14-21	W. W.—L. Ginsberg	

* * *

No. 539, by W. E. Crosher

32-28	24-19	22-13	9- 6	1- 6
1- 6	10-14	30-26	23-19	W. wins
28-24	19-16	13- 9	6- 1	
6-10	14-17	26-23	19-12	

* * *

No. 540, by Oscar Simonson

7-11	23-27	32-27	27-23	14-18
24-19	31-24	24-20	19-26	B. wins

* * *

No. 541, by L. J. Vair

18-15	17-21	14- 9	25-29	18-22
22-25A	15-10	21-25	23-18	25-18
9-14	25-30	9- 5	29-25	10- 6
			—W. wins	

A—If 2-7, then 9-14, 17-21, 14-17, 22-25, 17-22, 25-29, 23-26, White wins. If 17-21, then 15-10, 21-25B. 23-18, White wins.

B—22-25, 23-26, White wins.

* * *

No. 542, by L. J. Vair

18-14A	14-18	24-20	18-23	23-27
17-22	C22-26B	26-31D	21-25	W. wins

A—Must be played to prevent a draw by 21-25.
B—21-25, 24-19, 22-26, 18-22, White wins.
C—22-25, 18-22, 25-29, 22-26, White wins.
D—26-30, 18-22, White wins.

* * *

No. 543, by J. H. Robinson

15-18	27-32A	32-27	24-27	32-28
29-25	18-15	11-15	19-24	23-27
18-23	8-12	20-24	27-31	28-32
25-22	7-11	15-18	24-27	27-24
23-27	16-20	27-32	31-24	32-28
22-18	15-19	18-23	28-19	24-20
				—W. wins

A—27-31, 18-23, 8-12, 28-24, 16-20, 27-23—W. wins.

* * *

No. 544, by C. Shirra

32-28	6-10	28-32	16-11	Drawn
9- 6	15-19	10-17	23-19	
10-15	23-16	32-23		

* * *

No. 545, by G. Drummond

28-24	13- 9	21-17	10- 3	10-14
27-31	22-13	13-22	29-25	W. wins
1- 6	24-27	14-10	6-10	
31-22	32-23	5-14	25-22	

CHESS CHATS *and* COMMENT

By MARVIN PALMER

The twenty-seventh annual convention of the Western Chess Association will take place this year at the Hotel LaSalle in Chicago from August 21 to Sept. 2. A national invitation tournament limited to ten players will be the main feature. Prizes for this event will be $650, $400, $250 and $150. Concurrently the annual championship tournament of the association will be staged, the prizes being $150, $100, $75, $50 and $25.

Lake Hopatcong, N. J., will be the scene of the Pan-American Chess Tournament to be held July 7 to 21 this year. The competition will be restricted to five masters, including Jose R. Capablanca, Frank J. Marshall, Edward Lasker, and two others yet to be named.

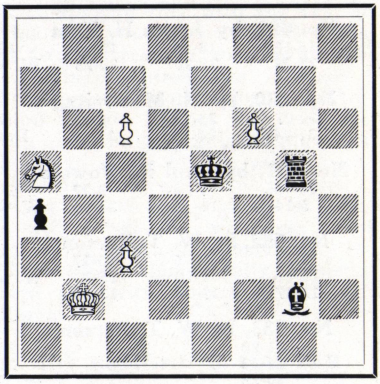
Game No. 6—Budapest Defense

Played in the Semmering tourney.

White—Alekhine	Black—Gilg
1 P - Q 4	1 Kt - K B 3
2 P - Q B 4	2 P - K 4
3 P x P	3 Kt - Kt 5
4 P - K 4	4 Kt x K P
5 P - B 4	5 K Kt - B 3
6 P - Q R 3	6 P - Q R 4
7 Kt - Q B 3	7 B - B 4
8 Kt - Q 5	8 O - O
9 B - Q 3	9 P - Q 3
10 Q - R 5	10 Kt - Q 2
11 Kt - K B 3	11 P - R 3
12 P - K Kt 4	12 Kt - B 3
13 Kt x Kt ch	13 Q x Kt
14 P - B 5	14 Kt - Q 5
15 P - Kt 5	15 Kt x Kt ch
16 Q x Kt	16 P x P
17 P - K R 4	17 R - K 1
18 K - Q 1	18 P x P
19 K - B 2	19 B - Q 2
20 B - Q 2	20 R - R 3
21 Q - R 5	21 B - R 5 ch
22 K - B 1	22 R - Kt 3
23 R - Q R 2	23 B - Q 5
24 P - Kt 4	24 B - K 6
25 B x B	25 Q - B 6 ch
26 B - B 2	26 Q x Q B ch
27 K - Kt 1	27 B x B ch
28 R x B	28 P x P
29 Q x P	29 P x P ch
30 K - R 2	30 Q - R 3
31 Q x Q	31 P x Q
32 R x P	32 K - Kt 2
33 R - R 4	33 R - Kt 7 ch
34 R x R	34 P x R
35 K x P	35 R - K R 1
36 P - B 6 ch	36 K - Kt 1
37 R - B 4	37 K - B 1
38 K - B 3	38 R - R 6 ch
39 K - Q 2	39 K - K 1
40 P - K 5	40 P x P
41 R - B 5	41 R - R 3
42 R x P ch	42 K - Q 1
43 R - Q 5 ch	43 K - B 1
44 R - K B 5	44 K - Q 2
45 R - Q 5 ch	45 K - K 3
46 R - Q B 5	46 P - B 3
47 R - Q R 5	47 R - R 1
48 R - R 7	48 R - Q Kt 1
49 K - B 3	49 K x P
50 K - Kt 4	50 K - K 4
51 K - B 5	51 P - B 4
52 R - R 1	52 P - B 5
53 R - K 1 ch	53 K - B 4
54 R - K 7	54 P - Kt 4
55 K x P	55 P x P
56 K - Q 5	56 R - Q 1 ch
57 K x P	57 P - B 6
58 K - B 3	58 K - B 5
59 R - B 7 ch	59 K - Kt 6
60 R - Kt 7 ch	60 K - B 7
61 R - Kt 6	61 K - B 8
62 R - B 6	62 P - B 7
63 R - K Kt 6	63 R - Q 4
64 K - B 2	64 K - K 7
65 R - K 6 ch	65 K - B 6
66 R - B 6 ch	66 K - K 6
67 R - B 8	67 R - Q 5
Resigns	

CHESS PROBLEM No. 10

Black (4 pieces)



White (5 pieces) to play.
What result and how?

SOLUTION TO PROBLEM No. 9

White escapes with a narrow draw by 1 B-Kt6ch, KxB; 2 QxR, QxQ; 3 R-Kt2ch, K-B4; 4 R-B2ch, K-Kt5; 5 R-Kt2ch, K-R6; 6 R-R2ch, K-Kt6; 7 R-Kt2ch, and if King goes to B6, then R-Kt3ch forces a draw by stalemate.

The Draughts Review

Official organ of the English Draughts Association

This excellent Draughts periodical has just issued its 15th number. It has been giving a comprehensive review of the 12-16, 23-19 Barred Opening, showing much new play on the line.

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